TAKE YOUR GAME FURTHER™ BRADYGAMES®

STATE OF EMERGENCY™

OFFICIAL STRATEGY GUIDE

Covers All 185 Missions!
Detailed Maps!

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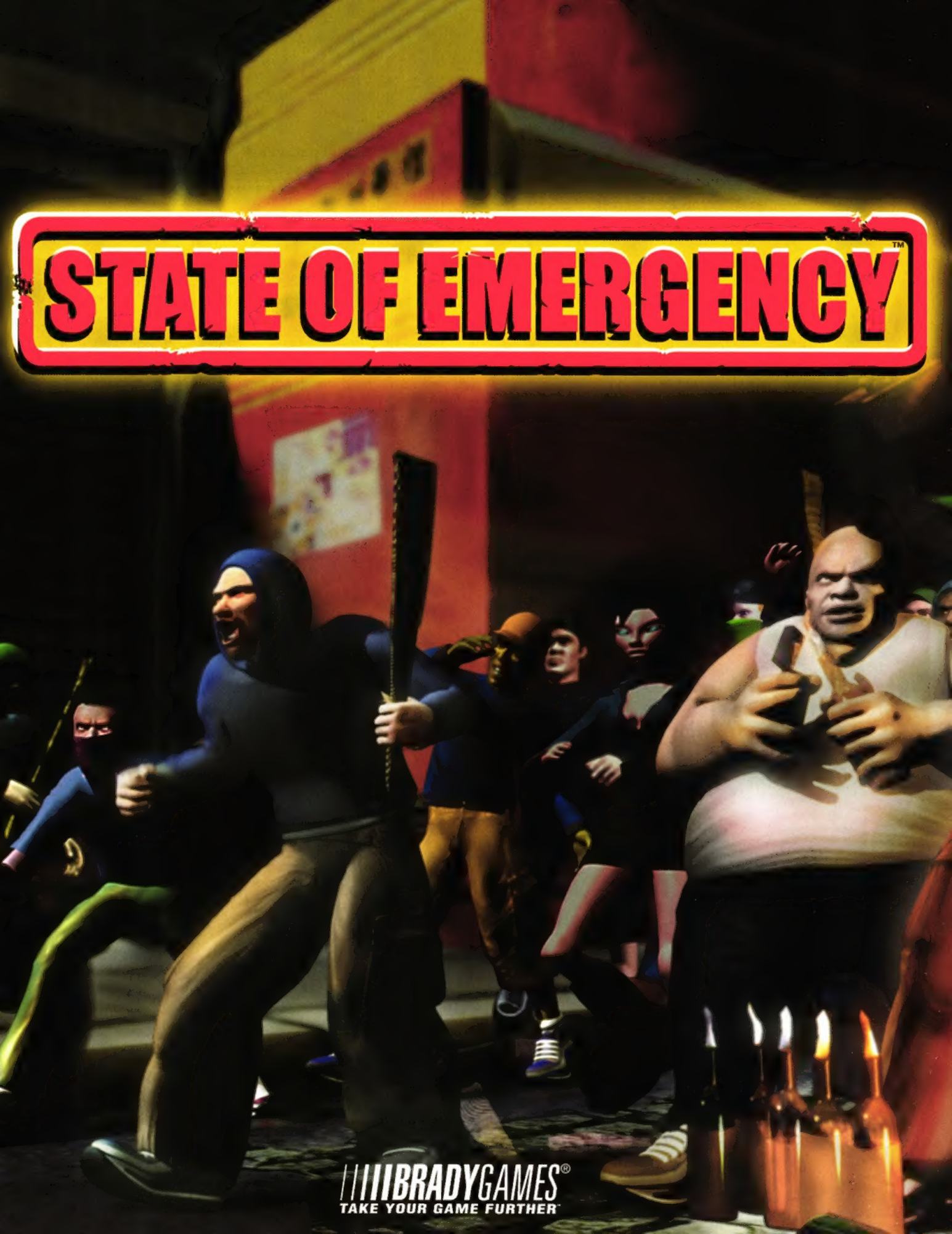
MATURE M ESRB


STATE OF EMERGENCY™
BRADYGAMES®
TAKE YOUR GAME FURTHER™

State of Emergency™ Official Strategy Guide

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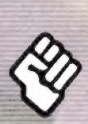

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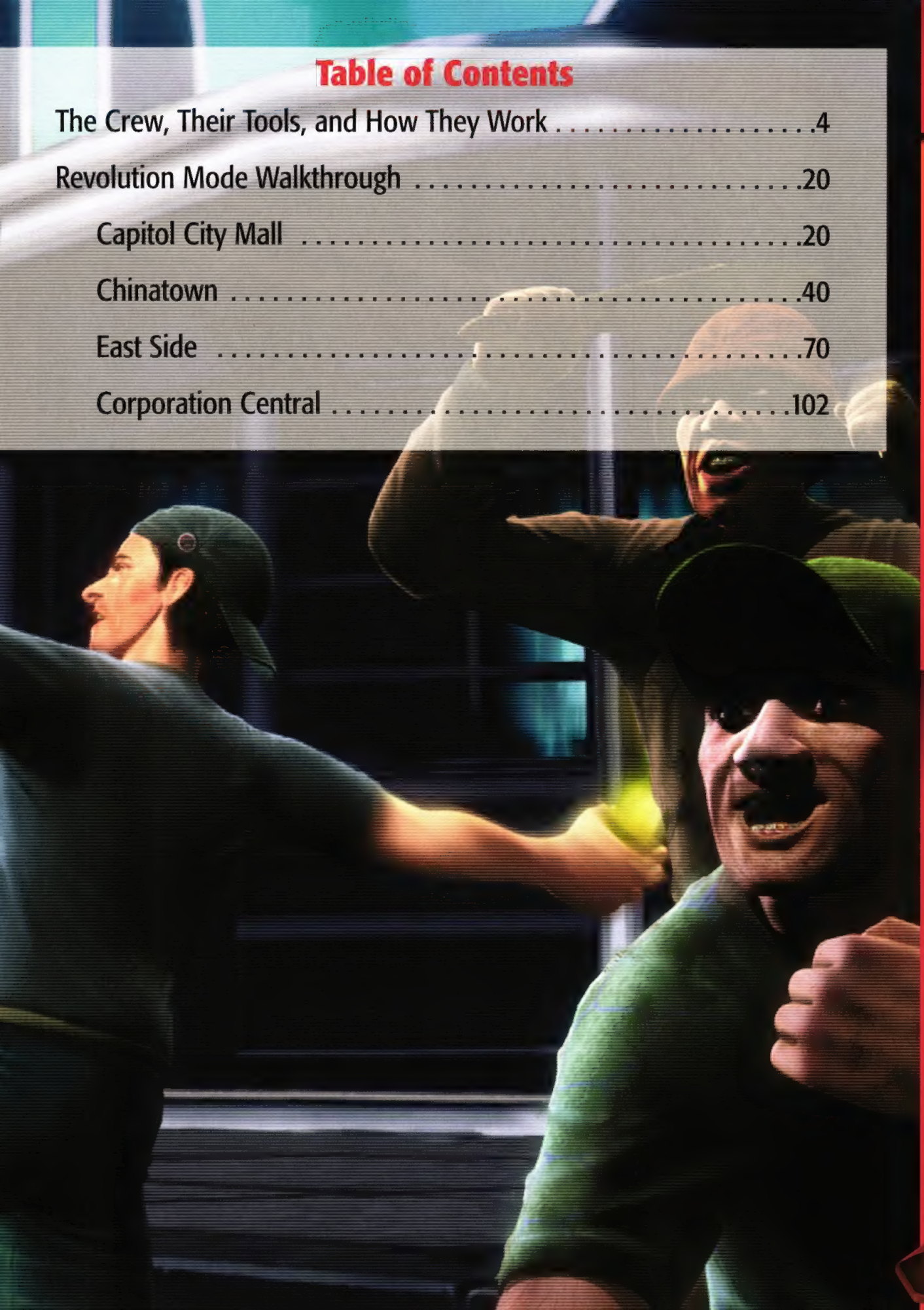
Table of Contents

The Crew, Their Tools, and How They Work 4

Revolution Mode Walkthrough 20

- Capitol City Mall 20
- Chinatown 40
- East Side 70
- Corporation Central 102

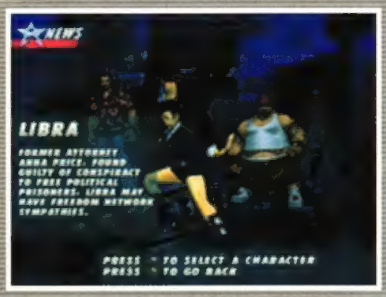


THE CREW AND THEIR TOOLS, AND HOW THEY WORK

This chapter will give you the lowdown on each of the characters in the game, their abilities, and the weapons they can use. We'll also have a look at some basic strategies for overall gameplay. Finally, we'll show you just what you need to do to advance in Kaos, the map progression, and bonus game and Last Clone Standing progressions. Let's get to it!

THE CHARACTERS

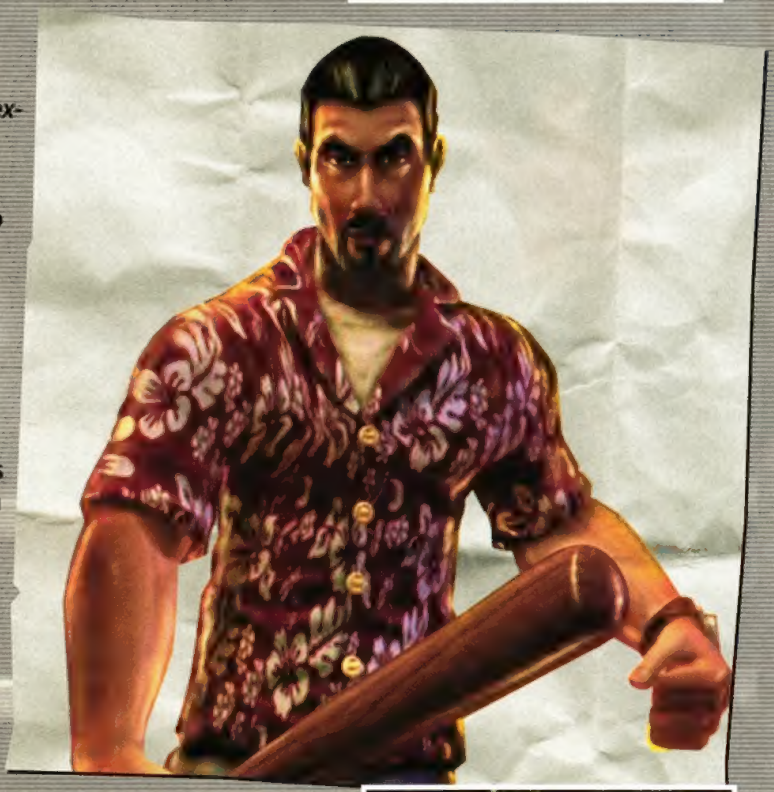
There are five characters that you can play in any of the games, from Kaos to Last Clone Standing to the Revolution. Although any character can do the job, each one has some unique attributes that may make him or her more or less appealing to you, depending on what game you're playing. Let's have a look at them:



MACNEIL

Roy MacNeil, a.k.a. "Mack"; a disgruntled ex-cop who refused to carry out the Corporation's brutal enforcement methods.

MacNeil is the first character that comes up on your screen when you start the game. He's the character that we used to shoot the screenshots for the Revolution portion of the game. So, for those reasons alone, you may be partial to him. That said, MacNeil is a very capable character, and although his hand-to-hand fighting skills aren't spectacular, they're adequate and his ability to run fast and use an Uzi make him a great choice.



MacNeil is tough, and he's not too bad in hand-to-hand combat. Of course, he's no Bull.

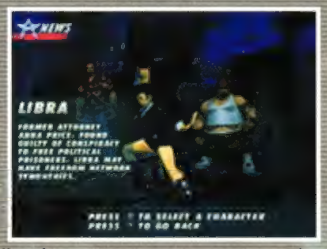
MacNeil's patented flip results in the enemy getting an extra shoulder separation at the end --a beautiful sight.

MacNeil can wield weapons with the best of them, or more appropriately, like the rest of them.

LIBRA

Formerly attorney Anna Price, found guilty of conspiracy to free political prisoners, Libra may have Freedom Network sympathies.

In short, Libra is a tough little mama who not only enjoys getting into it with vicious kicks and jabs, but also likes to hop up on her enemy and gouge his eyes out while her legs are wrapped around his head. She also likes to flip her foes over, front to back, by locking her ankles around their necks and then doing a back flip! It's a sight to behold, indeed!



Libra has got some sweet moves. The Dash Tackle is actually a spectacular forward flip!

Libra's Grab Attack is also very cool– she hops on the enemy's head and gouges his eyes!

If you want to give the enemy a headache, flip him on his head with this reverse foot lock!

She even kicks like a demon from hell!

SPANKY

Ex-gang member, "Spanky" is thought to be a recent Freedom recruit. This suspect should be approached with caution.

This guy looks like a big tub of lard, and he is! Spanky, however, is one tough hombre and has some coolio moves that will surprise you. Not the least of which is his bowling ball-esque Dash Tackle. He also likes to get into the thick of it by viciously head butting his enemies, as well as lifting them off the ground and smashing them to the pavement head first. He's really a nice guy when you get to know him...

Just say 'no' to crack (butt crack, that is) when you do your rolling Dash Tackle!

Spanky will head butt his enemies into the stone age if given the chance!

This maneuver is one we like to call the 'pavement eater.'

FREAK

Formerly a Hacker, Freak has a long history of anti-Corporation crimes. He has been linked with recent disturbances in the China Town district.

Freak is not physically built like MacNeil or Bull, but he's still got some great tricks up his sleeves. Freak can kick like a donkey on a triple espresso and has a few combat moves that will literally blow the enemy away. He has a grab attack where he hunkers up close to the enemy, puts his feet on the victim's chest, then blows him or her away in one giant kick. It's an awesome move.

Freak's Grab Attack will literally blow enemies away from him.

He's a solid fighter, even though he's small.

Freak's Dash Attack is much like MacNeil's.

BULL

Edward "The Bull" Raymond is a fugitive from a maximum security prison. He has been linked to the Freedom Network and is extremely dangerous.

Bull is *the* hand-to-hand combat specialist in *State of Emergency*. He's so big and tough that he can pull off a couple moves that truly make up for his slower speed. The big attack that Bull does is a giant enemy-swinging bludgeon where he picks up enemy soldiers and then swings them around his head, hitting nearby foes before tossing his victim far away. It's way cool and we suggest you use it whenever Bull is caught in the middle of a group of bad guys.

He's tough all 'round.

Watching Bull pick up a single enemy, then pound him into the air, inspires confidence.

No bull, when our man does his ring around the Corporation guard trick, enemies get smoked en masse!

THE WEAPONS

There's a slew of weapons in the game, pretty much broken down into three categories: firearms, explosives, and hand-to-hand weapons. We'll touch on each of the weapons available to you in *State of Emergency,* and tell you a little about what they do and how best to use them.

HAND-TO-HAND WEAPONS

These weapons are for bludgeoning or slicing your enemies. Not only are there swords, clubs, baseball bats, and other 'standard' weapons, but you can also pick up body parts and use them against your adversaries! Let's have a look at what's available.

YOUR BODY

This one is obvious, but it should be mentioned that each character is fully capable of defending him- or herself without a weapon in hand.

BASEBALL BAT

The Baseball Bat is more powerful than the Club, but the chances that you'll drop it in close combat are greater. Still, it's a very powerful weapon that not only packs a huge wallop, but can also hit more than one nearby enemy at a time.

BODY PARTS

As gruesome as it sounds, you can actually pick up a body part from a deposed enemy and use it as a weapon. While it might not seem practical, a Body Part actually will do more damage than your fists, making it a worthwhile weapon in the interest of efficiency.

GUN

If you are holding a gun, that doesn't mean you can't fight with it, although we suggest you don't fight in hand-to-hand combat using your gun as a club because you are likely to lose it in the battle. Still, in a pinch, you can fight with your gun in close hand-to-hand combat.

CLUB

The Police Club is a highly efficient weapon. When used, it can hit several nearby enemies at once, making it much more effective than your bare hands.

HATCHET

The Hatchet has a tendency to separate enemy heads from enemy bodies. While gruesome, it makes your life a lot easier because you know your enemies won't be getting up after a Hatchet attack! It also provides body parts that you can pick up and use as combat tools!

OBJECTS

The last set of weapons that you can use in hand-to-hand combat are everyday objects that dot each of the four maps. From park benches to beer kegs, these items can be used as weapons against single enemies or as a mass weapon by throwing them into a crowd of guards. You can also use items to smash the windows of stores and damage cars!

PEPPER SPRAY

While Pepper Spray isn't exactly like the other weapons in this category, it *is* used primarily for hand-to-hand combat and is really only useful for immobilizing enemies, thus allowing you to beat them senseless or run away. It is not an effective tool for dispensing of enemies on its own.

FIREARMS

These are the most fun weapons in *State of Emergency,* and you should note that we've included Flame Throwers and Tazer guns in the firearms category.

AK 47

This is our favorite weapon. It will mow down opponents in seconds and packs substantial stopping power. If you can get your hands on an AK 47, drop whatever else you're carrying and use it!

FLAME THROWER

The Flame Thrower is an awesome weapon, but it doesn't knock enemies back quickly. Rather, it takes some time to burn them to death. For this reason, we recommend using the Flame Thrower for crowd control when you're dealing with a large group of enemies that are clustered close together. If you're not close to them, this weapon won't have the punch you're looking for.

M16

The M16 is basically a weaker AK 47. It's also a great automatic weapon that is capable of dealing a serious blow to any Corporate threat.

MINIGUN

The Minigun will mow down *anything* that gets in its way. Its awesome power is not duplicated by any other automatic gun in this game. Got 50 enemies standing right in front of you? How'd you like to see all their heads pop off at the same time? Use your Minigun, baby!

PISTOL

A weak gun, the Pistol is still effective for some uses, especially when you use the Zoom to get in close and aim carefully at an enemy. Because it doesn't have a heck of a lot of stopping power, you'll often find that enemies will get close enough to you to engage in hand-to-hand combat despite the use of this weapon!

SHOTGUN

The Shotgun has incredible stopping power and will take down standard guards and gang members with one shot, even from a distance. In semi-crowded alleys and even out in the open, this is an ideal weapon. The Shotgun is a fantastic all-around weapon to have on your hip at any time in *State of Emergency*.

TAZER

Despite the Tazer's real-world uses, the *State of Emergency* version *is* capable of killing your enemies. As an added bonus, it'll work on multiple nearby enemies when you activate it.

UZI

This is what we like to call the 'pocket cannon.' The Uzi doesn't slow you down when you run with it, and it still packs a considerable punch despite its diminutive size. Just like the AK 47 or M16, this is a great weapon to have on hand.

EXPLOSIVES

Explosives play an important roll in the Revolution aspect of *State of Emergency,* but they can also come in handy for racking up points in Kaos mode, or just for crowd control! There are five weapons in this category, and here they are:

ROCKET LAUNCHER

This baby will take out a building in a jiffy! While not terribly effective against crowds because it can be difficult to aim, when your objective is blowing up a building or a car, this is just what the doctor ordered.

GRENADE LAUNCHER

The Grenade Launcher is great for firing into crowds to thin them out, but its main use is for lobbing Grenades into buildings to destroy them from the inside out.

GRENADE

Simply put, these are the same as what comes out of the Grenade Launcher, only you have to toss them yourself. Lobbed into an unsuspecting crowd of enemies, the Grenade can take out large groups all by itself, or it can be used like the Grenade Launcher to destroy buildings.

PETROL BOMB

The Petrol Bomb can be used for a number of purposes. In Revolution mode, it's mostly used to destroy buildings, but these weapons are also awesome to use on approaching groups of enemies. A single Petrol Bomb lobbed at a pack of Corporation thugs can make your job a heck of a lot easier.

TEARGAS

The uses for Teargas are limited, but if you want to disable large areas, this is the weapon for you! Teargas by itself won't kill, but it will cause enemies (and you) to drop their weapons and reduce visibility a great deal.

WEAPON, COMBAT, AND HEALTH TABLES

MAXIMUM KILL PER SHOT

Weapon	Max Kill
AK 47	3
M16	3
Shotgun	6
Pistol	1
Uzi	3
Minigun	3
Tazer	3
Flame Thrower	3
Pepper Spray	3

WEAPON DAMAGE

Weapon	Damage
AK 47	80
M16	50
Shotgun	180
Pistol	50
Uzi	40
Minigun	150
(Minigun decapitation chance: 0.9)	
Tazer	50
Flame Thrower	180
Pepper Spray	10

WEAPON RANGE

Weapon	Range
AK 47	300
M16	230
Shotgun	120
Pistol	120
Uzi	150
Minigun	200
Tazer	25
Flame Thrower	60
Pepperspray	20
Missile Safe Distance	50

HAND-TO-HAND COMBAT DAMAGE

Type of Combat	Damage
Hand-to-Hand Basic	10
Combo Attack	90
Hand Weapon Attack	20
Hand Weapon Combo Attack	130
Unarmed Ground Attack	50
Armed Ground Attack	80
360 Attack	20
Small Object	60
Large Object	120

INITIAL HEALTH

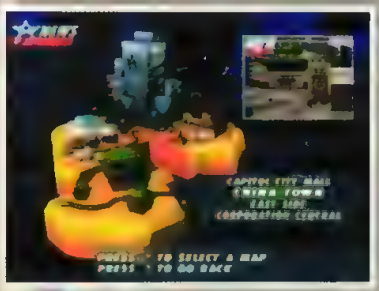
Character	Initial Health
Player	1000
Gang Member	150
Civilian	60
Police 1	120
Police 2	180
Soldier	240
Corporation Suit	300

REVOLUTION MODE

Revolution mode is the fixed single-player portion of the game. It progresses through the four maps: Capitol City Mall, Chinatown, East Side, and Corporation Central. The following chapters in this guide cover the missions associated with each map in detail.

GENERAL TIPS

When playing in Revolution mode, you will notice that the health values you get from enemies vary depending on how they are killed. If you club enemies to death or kill them in hand-to-hand combat, you get 5%. If you shoot them or blow them up, you get only 2%! For this reason, if your health is low, it's better to fight in hand-to-hand combat.



Patrolling Corporation officers are on the lookout for troublemakers. They will pursue and attack anyone carrying a weapon, so if you want to avoid a confrontation, try dropping your weapon before you go past them.

When you're unarmed and surrounded by opponents, use special moves like Spin Escape to knock everyone down, and then escape.

When escorting or protecting allies, focus on attacking and disarming any armed aggressors. You will distract your opponents from attacking your allies by attacking them yourself.

REVOLUTION MODE PROGRESSION TABLES

CHARACTER PROGRESSION

Character Name	When Character is Available
MacNeil	From Start
Libra	From Start
Spanky	After completing the Mall in Mission Mode
Freak	After completing Chinatown in Mission Mode
Bull	After completing the East Side in Mission Mode

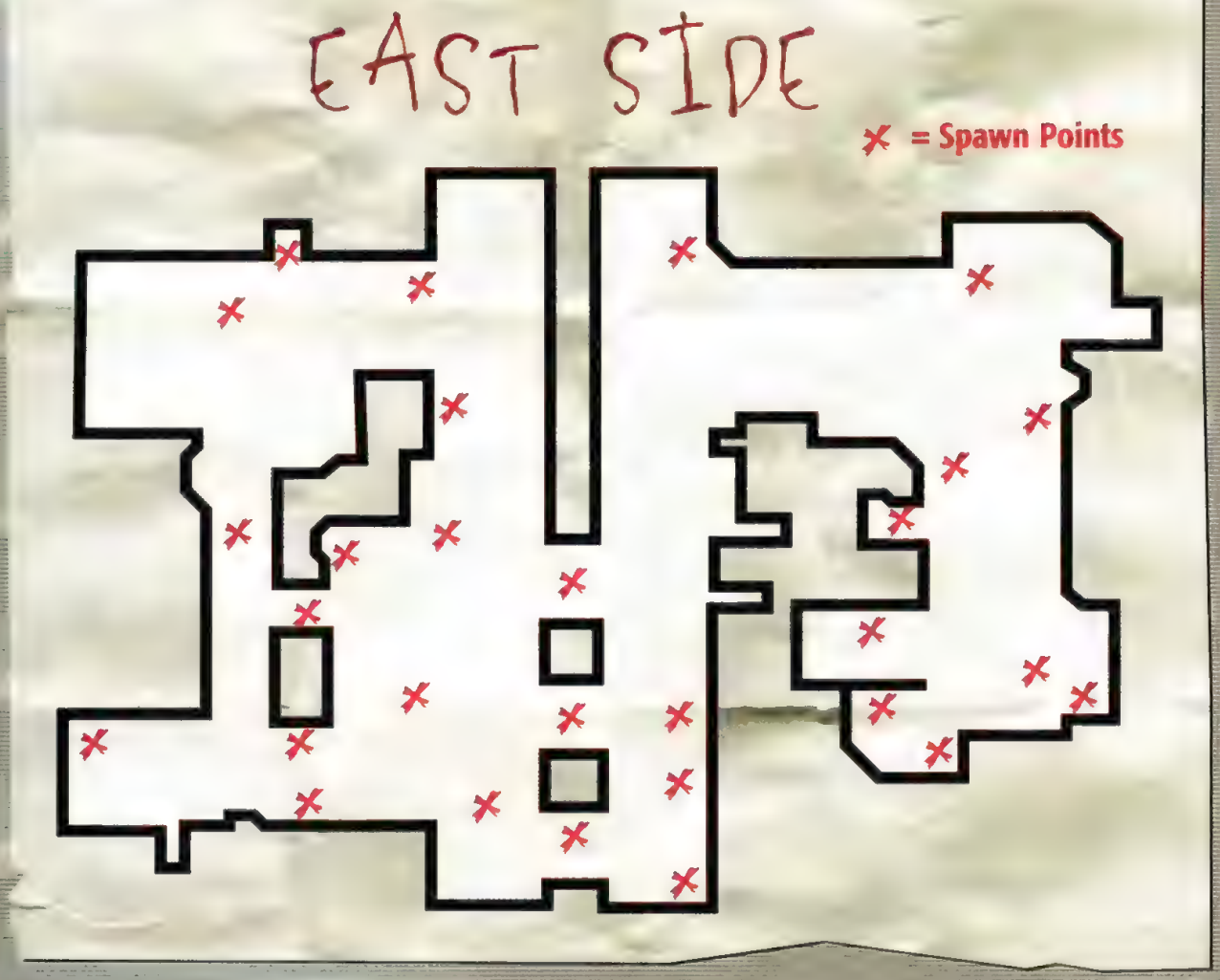
MAP PROGRESSION

Map Order	When Map is Available
Capitol City Mall	From Start
Chinatown	After completing the Mall in Revolution Mode
East Side	After completing Chinatown in Revolution Mode
Corporation Central	After completing East Side in Revolution Mode

KAOS MODE

Kaos mode provides a free-for-all style of play that many gamers will like best in *State of Emergency.* There are four types of games in Kaos, and we'll briefly touch on each of them, as well as give you the tables that show what you must do to unlock the special areas. We've included maps with spawn locations so that you know where to find your weaponry.

= Spawn Points
CHINATOWN


EAST SIDE
= Spawn Points

Corporation Central

✕ = Spawn Points

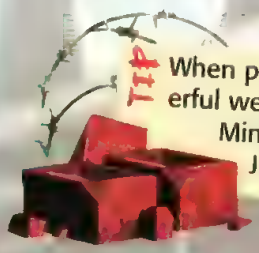
NOTE There are score multipliers in Kaos mode. They are as follows: Objects, Gang Members, Windows, Corporation Enemies, Buildings, and Cars. Each of these will flash on the screen from time to time, and when they do, you can get plenty of extra points for them!

FIXED TIME KAOS

Fixed Time Kaos gives you a set amount of time, either three or five minutes, to do the maximum amount of damage and amass as many points as you can.

LAST CLONE STANDING

This mode is a blast, and it doesn't even involve you fighting with anybody. Instead, you must simply kill all 200 enemies on a map as quickly as you can! At first, it's easy, baby! There are enemies *everywhere*. Eventually, however, it becomes hard to find them. When you get down to the last 10 enemies, you actually get a little red light that flashes as you get closer to your remaining targets.



TIP When playing Last Clone Standing, it's best to go for the crowded areas with the most powerful weapons you can find right off the bat. Petrol Bombs, Grenade Launchers, and Miniguns are good for this purpose. Don't be afraid to let a few enemies go early on. Just go for the maximum kills you can with the weapon you have at that time.

TIMED LAST CLONE

This is just like Last Clone Standing, only you have just a couple of minutes to do your best! Can you get all 200 enemies in the required time? They key is to remain on the move and avoid getting hung up on one enemy. Also, do *not* fight any enemies with your hands in this mode—it wastes far too much time.

UNLIMITED KAOS

Unlimited Kaos is just what it sounds like. You can cruise around for as long as you want, doing whatever you want—as long as you're alive. There's no limit to the time you spend! Unfortunately, this area isn't available until after you unlock it by completing tasks in each of the four maps in Kaos mode (see tables).

TIP When playing in Kaos mode, you will notice that the health values you get from enemies vary depending on how they are killed. If you club enemies to death or kill them in hand-to-hand combat, you get 6%. If you shoot them or blow them up, you get only 3%.

KAOS MODE PROGRESSION TABLES

CHARACTER PROGRESSION

Character Name	When Character is Available
MacNeil	From Start
Libra	From Start
Spanky	After completing the Mall in Revolution Mode
Freak	After completing Chinatown in Revolution Mode
Bull	After completing the East Side in Revolution Mode

MAP PROGRESSION

Map Order	When Map is Available	Required Score
Capitol City Mall	From Start	250000
Chinatown	After completing the Mall in Kaos Mode	500000
East Side	After completing Chinatown in Kaos Mode	1000000
Corporation Central	After completing East Side in Kaos Mode	1500000

UNLOCKING LAST CLONE STANDING (3-MINUTE GAMES)

Map Order	When Map is Available	Required Score
Capitol City Mall	From Start	100000
Chinatown	After completing the Mall in Kaos Mode	150000
East Side	After completing Chinatown in Kaos Mode	200000
Corporation Central	After completing East Side in Kaos Mode	250000

UNLOCKING LAST CLONE STANDING (5-MINUTE GAMES)

Map Order	When Map is Available	Required Score
Capitol City Mall	From Start	150000
Chinatown	After completing the Mall in Kaos Mode	200000
East Side	After completing Chinatown in Kaos Mode	250000
Corporation Central	After completing East Side in Kaos Mode	300000

BONUS GAME PROGRESSION

Game Name	Availability
Last Clone Standing	In each map when both timed games for that map have been completed
Unlimited Time	When Arcade Mode has been completed in all maps.

THE REVOLUTION: THE MALL

You say you want a revolution? Well, you know, the revolution has begun, so stop thinking about Chairman Mao and get your whipping gear ready to go, because even though you want to change the world, you'll have to kick some butt to do it. To get your first mission, walk up to the Mission Giver that's beside you when you start in the Mall and press the X button to get the mission.

NOTE The color listed at the beginning of each mission box in this guide refers to which Mission Giver gives you the mission. For example, if this guide indicates a "Red Mission," then you must talk to the Mission Giver with the red fist icon above him. The Mission Giver locations also appear on the master map above so that you can track them down quickly. In later maps, you'll have several Mission Givers on the map at once!

NOTE Although there is often more than one Mission Giver on the map at the same time, this walkthrough will complete the missions for each Mission Giver one at a time, rather than switch between Mission Givers. There are one or two exceptions to this rule, but we'll let you know when they happen. The order in which you complete the missions doesn't matter, but for the purposes of this guide it's important to know this so that you don't get confused with what mission is next. For example, if you complete a Red Mission and the completion point of that mission happens to be near the Yellow Mission Giver, then the arrow at the top of your screen will direct you to the Yellow Mission Giver. However, instead of jumping around between Mission Givers, we always return to the same Mission Giver until he's out of missions.

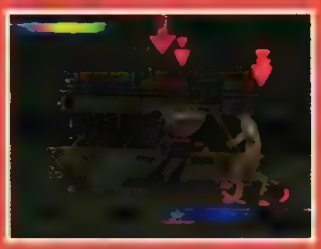
Red Mission: Eliminate the Gang Members

Message: *Welcome to the revolution. You've come just in time. Looks like someone tipped off the Mall Rats to our little 'Business Venture' and they have sent a couple of goons to spy on us. Here, make yourself useful, kill them both!*

This mission is just the first of 185, so it won't tax your abilities too greatly. Your job is to simply take out the two gang members and then boogie back to the Red Mission Giver. You'll notice an arrow at the top of the screen that will first guide you to the Mission Giver, and then to the target of your mission.

The Mission Giver is the guy in front of you with the big red fist above him.

After you get the mission, you must follow the arrow toward the location of the two gang members that you must dispatch. There's no time limit on this mission, so if you want to take a minute to cruise around, then go ahead and take the time.



When you reach the sleazoid gang members, you can teach them a lesson by kicking them so hard that they'll be eating from a straw for the rest of their lives. This is a good time to get down with your combos and lay a licking on these lightweights. When the deed is done, head to the Mission Giver in front of Maxi's Bar for round two—the arrow will take you there.

Message: *Diego said you were legit—I guess that proves it! You sure you never worked for the Post Office? Meet your contact in front of Maxi's Bar!*

Red Mission: Retrieve Detonators from Big Dollar

Message: *Victor sent you, right? We're gonna take out the security control room. We have smuggled in a set of detonators disguised as mobile phones. The phones are in the window of Big Dollar. Get those detonators, and watch out for the Mall Rats—they're looting everything that's not bolted down!*

After you know the mission, follow the arrow to Big Dollar. Be prepared to fight cops and gang members before you can get at the Detonators. Once the enemies have been smoked, smash the window of the Big Dollar and grab the Detonators; this will trigger a new mission!

Red Mission: Bring Detonators to Autoshack

Message: *You got the gear! Nice job. Take them to our demolitions guy over at the Autoshack, and hurry!*

Fortunately for you, the Autoshack is directly beside the Big Dollar, so you'll only have to run the Detonators over a few feet! The next mission will have you returning to base, safe and sound.

Grab the box and start running for the Autoshack. Follow the arrow to find it. Don't stop to fight, just keep running!

Red Mission: Return to Base

Message: *Are these those 'special' phones we ordered? Thanks, buddy. It's gonna be one heck of a show! Go see Victor at Maxi's—he's got another job for you!*

Maxi's is just around the corner, but you will have to fight a couple cops before you can get there. Not to worry; a combo here and a kick to the head there, and you'll be home free in a jiffy.

Red Mission: Rendezvous with Saboteur

Message: *Phase one complete. Good job. Not bad for a first timer. Go hook up with our saboteur and escort him to the security control room while everyone is out to lunch. Make sure he gets inside, then wait for him to return. Now get going!*

Move to the Saboteur, who's waiting by the Autoshack. When you reach him, you'll get two new missions. Don't worry about fighting anyone along the way—it's just around the corner!

Red Missions: Escort Saboteur to Security Station
Defend Security Station while Saboteur Plants Explosives

Message: *You ready to do this? Let's go!*

Move with the Saboteur toward the Security Station, where he'll go inside. Along the way, you'll have to fight at least a half-dozen Corporation thugs. Keep the Saboteur behind you and use one of the cop's clubs to make quick work of them.

NOTE When you hit one of the Corporate cops, you'll likely knock away whatever weapon he's carrying. In these early missions, they carry clubs. Pick up the clubs after they fall to the ground and use them against the enemy--it will make your job much easier.

After the Saboteur enters the Security Station, you'll have to complete the second half of this mission, which is to defend the Security Station from the Corporate cops that'll show up while the Saboteur is inside. There'll be one round to take down, and after it's done you'll get your next mission.

Red Missions: Escort Saboteur to Safety
Return to Base

Message: *What, you just gunna stand there and watch? Move your butt!*

You must now get this cocky Saboteur back to safety. He follows *behind* you. There are a few Corporate enemies that want to take him down, and if you don't pay close attention, he'll get sliced and diced without you even knowing it. The included map shows where the Corporate dudes will attack on your way to safety at the Autoshack.

Now get your butt back to Victor at Maxi's Café.

The enemies will come at you from two directions, and if you don't keep an eye on the Saboteur behind you, he'll die.

Message: *Sorry I ever doubted you! That was awesome! I see a bright future in the resistance for you.*

Yellow Missions (also at Maxi's): Retrieve Security Plans / Return the Plans to Maxi's

Message: *Looks like that blast shook them up a bit! They're trying to evacuate the Mall with some vital documents. We need to find out what they're up to! Get those plans and bring them back. They're escaping out the back door. Hurry!*

You must intercept the Corporate suit who is trying to escape with the documents through the back door. You have two choices: meet him at the back door or intercept him *before* he gets to the back door.

If you can't intercept the suit before he gets to the upper floor and the back door exit, then rush up to the back door exit before he gets there and try to take him out there. To get the plans away from the enemy, you must kill him.

Message: *You got the Plans! Way to go. Take them back to Victor in front of Maxi's.*

Unfortunately for you, after the plans are in your hands, you'll likely have to fight a bevy of Corporate goons. Still, exercising your right to free expression on these guys will ensure that you make it back to Maxi's and Victor.

Yellow Mission: Deliver Plans to Book Store

Message: *The Corporation isn't going to stop until they get their plans back! Our hacker at the Book Store is waiting to upload them to the underground. Make sure they get there!*

En route to the Book Store you'll have some Corporate oppressors to hack down, but it's what you've come to except from the highly charged atmosphere of this deadly shopping mall.

The Hacker is in front of the Book Store. Get the plans to him as soon as you've secured the path from Maxi's to the Book Store.

Yellow Missions: Protect the Book Shop
Return to Base

Message: *Our lookouts just phoned—the Corporation is about to attack the shop! Protect the Book Store while I upload the plans!*

Hunker down and get ready for some hairy action. If those Corporate blockheads get into the Book Shop, it's game over, man!

The enemies will come in waves. If even one of the enemies is allowed to walk into the Book Shop, it's all over.

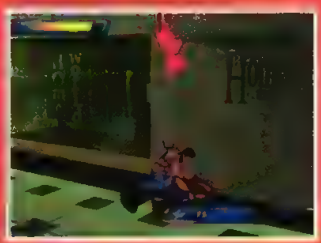
Victor gives you an Uzi at the beginning of this mission. The Uzi will certainly help you to mow down some of the enemies that come at the Book Store.

Use the Uzi and then your fighting skills to keep each and every enemy away from the Book Store. Once you've successfully defended the area, you'll get the okay to return to base. On the way back, you'll run into some handgun-wielding Corporate guards who want to pop a cap in you. Take them out, and you'll be home free.

Red Missions: Retrieve Security Pass
Return Pass to Maxi's

Message: *Wanna hear a secret? We're going to bug the Corporation phone exchange! But first we need a security pass. There's a phone executive coming in the back entrance. Liberate that pass from him!*

The executive is coming in through the back door, so ride the nearby escalator up to the second floor and get moving toward the back door.



If you are fast, you can hit the executive in front of TJ's and get the Security Pass from him there. Keep in mind that he's well guarded, so when you hit him you must hit quickly and hit hard to take him down before he can make a run for it. If he does run, it'll be back out through the back door, so be prepared to chase him down if you have to.

After you get the Pass, you need to take it back to Victor at Maxi's. Don't waste any time! Of course, there will be a few Corporate officers with guns that will not want you to get back to Maxi's with the Security Pass.

Message: *Messy, but very effective. Good job. Take it back to Maxi's.*

Tip If you get back to base to complete a mission, you'll be safe, even if you have a hoard of enemies chasing you. If you're faced with a choice to either fight and die or to run and maybe make it back to the base with a little life left, head for the base. You'll be protected there and your health will be boosted back to 100%.

Red Missions: Rendezvous with Hacker at Candy Girl
Protect Hacker
Defend Phone Exchange
Escort Hacker to Safety
Return to Base

Message: *Our phone freak is waiting for you at Candy Girl. Escort him to the phone exchange so he can use the pass and plant those bugs!*

You must first get to Candy Girl, which isn't difficult. Ascend the nearby escalator and then move toward the Back Door. Candy Girl is nearby and you'll see the Hacker waiting outside of it.

After you meet with the Hacker you must protect him. These missions can be difficult because you have to be very aware of what's going on around you in order to properly protect your man. Follow the path on the map to get to your destination.

After the Hacker gets his butt into the Phone Exchange, you must defend it. This is the same drill as defending the Book Shop—you *must* prevent any enemy from entering the building. As you face away from the Exchange, the enemies will come in groups from the right, then the left, then the right. Even if they get close to the door, don't give up; club the crud out of them!

The last thing on your laundry list of tasks for these missions is to escort the Hacker back to safety at Candy Girl. There'll be a few Corporate guards that'll try to prevent that from happening, so show them the business end of your club.

Get back to base, but expect to see a few guards along the way. It's been a long haul, so don't let these knobs stop you from fulfilling your mission.

Red Mission: Wait for the Mole to Hand over the List and then Silence Him

Message: *Bad news. Looks like our little phone tapping operation just exposed a mole in our ranks! He's going to hand over a list of our operatives to a Corporation executive in a few minutes. Wait for him to hand over the list, then take him out and retrieve the list. It's going to be hairy, so take this…*

After you pick up the Shotgun, move toward the area where the Mole will be turning over the List of operatives, which is only a few feet from your starting location. You'll know something is going to happen because there's a large group of Corporate thugs milling around. Don't fire at them just yet; wait for the cue to open fire.

You'll get a message to silence the Mole and stop the executive. As soon as you get this, open fire with everything you've got. You'll find the Shotgun a handy tool for separating heads from bodies.

Red Missions: Stop the Executive
Retrieve List
Eliminate Executive
Deliver the List to Maxi's

Message: *You must now stop the executive, kill him to retrieve the list, then deliver the list to Maxi's.*

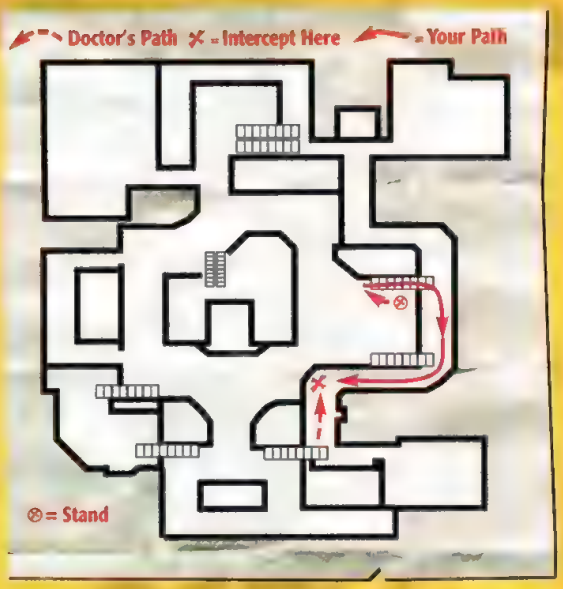
This mission happens in a blur. Most of the mission objectives can be met with a few well-placed Shotgun blasts.

Use your Shotgun to clear out any other enemies, then pick up the List and start to boogie back to Victor at Maxi's.

Message: *Damn! I never would have believed it. Just can't tell who to trust anymore. Thanks. You just saved our butt!*

Yellow Missions: Retrieve Medical ID Card / Return Card to Maxi's

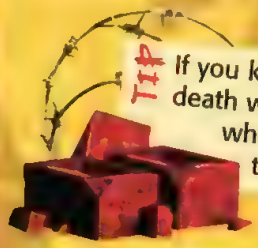
Message: *Remember those plans you lifted? Looks like the Corporation has been messing around with those "Free Inoculations" they're handing out. Get an ID card off one of the Corporation Doctors so we can hack into the medical system and find out what they're up to!*



Message: *Dr. Richard Pate, huh? Nice one. This card should do the trick.*

The Doctor is up on the second level (see map). Climb up the escalator and move toward intercepting him. You can take down the Doctor quickly and get the ID card if you move fast. The Doctor is guarded by Corporate guards in suits. These dudes are tougher than the cops, so don't get into the middle of a group of them or you'll end up fertilizing the daisies.

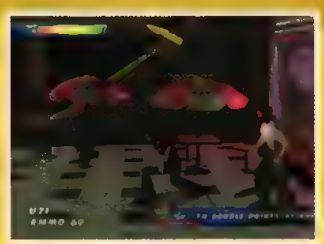
Pick up the ID card and then get back to Maxi's Café. There's definitely going to be trouble on the way back, but it won't be anything you can't handle if you pick up the health bonuses as you kill the enemies.



TIP If you kill enemies one at a time with non-shooting weapons, then each death will yield 10% of your health back. This tactic can be disconcerting when you're fighting with a large group of enemies, but if you fight in this manner you can actually *build up* your health from large fights.

Yellow Mission: Kill the Corporate Doctors

Message: *Our Hackers have discovered plans for some kind of nanotech chip inserted in each syringe. The Corporation has set up a free clinic over by Joypad. You've got to stop them hurting more innocent people. Kill the Doctors!*



Pick up the Uzi that Victor leaves for you, then run off into the heat of battle.

Follow the path on the map to get to Joypad (the arrow can be confusing because of the destination's location on the upper level). The Joypad store is near the Cinema and is extremely well defended by Corporate cops. You'll have your hands full, but the Uzi will come in handy to thin out the weeds.

After you've trashed the guards, you'll find the three Doctors cowering in the corner. Killing them is the only option, so beat the crap out of them.

After the Doctors have been disposed of, you'll need to grab the Medical Crate and return it to Maxi's. Don't waste any more time fighting; just pick up the box and run as fast as you can!

Message: *Well done! Our specialists are working on the contents of the crate now.*

Yellow Missions: Rendezvous with Technician / Defend Technician from Attack

Message: *One of our techs thinks he's found something interesting about those nanotech chips. Go find him and see what he's got. [Technician] It's worse than we thought! Those chips are designed to turn their victims into mindless mad bombers to discredit the Resistance! Oh crap, here they come!*

Move around the corner to the Technician, and then he'll tell you that Mad Bombers will be coming after him. You must defend him from these Mad Bombers. If even one Bomber detonates himself near the Tech, it'll be game over!

The first two Mad Bombers will come from around the far side of the center of the mall (see map). You must use your Uzi to hit these Bombers from afar to prevent them from inflicting damage on the Technician. The more distant the Mad Bomber is when you shoot him, the better, because they detonate when they die!

TIP If you have only one more Mad Bomber to take out, and your health is over 80%, then you can rush the Mad Bomber, blow him up with hand-to-hand combat, and still survive. It's a last ditch tactic, but if you have enough health, you *can* do it.

The Mad Bombers will keep coming, so keep on your toes and try to conserve your ammunition. After you've destroyed the last Mad Bomber, you'll thankfully have escaped this mission!

Yellow Missions: Escort Technician to Candy Girl
Return to Base

Message: *Thanks! You saved my life! Take me to Candy Girl, I've got to publish my findings!*

Get ready for some more fun while you escort the Technician to Candy Girl. Be careful that he doesn't die. If he does, you'll have to start at the beginning of the previous mission and defend him from the Mad Bomber attacks all over again!

Although you run into a couple of guards along the way, the real threat in this mission is the Mad Bomber that will come running out just as you get near TJ's on the upper level (near Candy Girl and the Back Door).

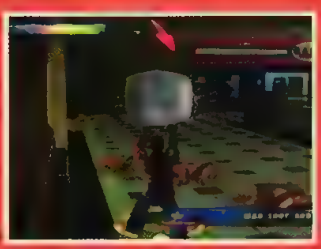
We suggest that you move very quickly and avoid the Mad Bomber altogether. If you can run up to Candy Girl quickly, you should be able to avoid the last Mad Bomber. After the Technician is safe, return to base.

Red Missions: Retrieve Barrel from Scooters
Deliver Barrel to Autoshack
Return to Base

Message: *Macgruder's is a popular hangout for the Corporation security forces. Time to close them down for good! Go steal a Barrel from one of the windows of Scooter's Bar and take it to our demolitions man at Autoshack, where he'll make a little 'modification.'*

First thing's first; get to Scooter's to get the beer Barrel. When you get there you'll have to fight a large group of Mall Rats, but even though it looks daunting, it's nothing you can't handle.

After a long fight with several rounds of Mall Rats, toss an object at Scooter's window (the last window) and get the Barrel. Once you have it, you need to run as fast as you can to the Autoshack. At Autoshack, you'll be instructed to return to base.



Message: *Nice Job. I'll fill this up with our special 'brew' and give you a call when it's ready.*

Red Missions: Pick up Bomb from Autoshack
Deliver the Bomb to Macgruder's
Protect Reggie
Return to Base

Message: *Reggie called. The bomb is ready. Head to the Autoshack and pick it up. [After pick-up] Ready to play delivery man? Macgruder's doesn't open for another hour. Leave the barrel just outside the door--no one will notice it. When you are done, meet me across the plaza and I'll detonate it with a remote control detonator.*

Your job is to get the Bomb from Reggie, then take it over to Macgruder's and plant it there. When you get in front of Macgruder's, you'll get a message telling you that it's okay to put the bomb down where you are.

You must now go across the way and meet up with Reggie. The detonator isn't working, so in order to get time to fix it, you'll have to protect Reggie from the guards that come out of Macgruder's.

After you've neutralized the guards, Reggie will send you back to the base, and the boys at Macgruder's will be blown to smithereens.

Red Missions: Retrieve Medical Supplies
Deliver Medical Supplies to Maxi's

Message: *We got a man down! The Corporation raided one of our bases, and our agent barely made it back alive. He needs medical help right now, but the Corporation has raided our supplies. Get over to Westco Drugs and steal some supplies from one of the shop windows!*

When you get to Westco Drugs, you'll find a band a guards waiting to engage you. Split their skulls and then smash the window of Westco to get the medical supplies.

After you get the medical supplies, another group of guards will approach you. You can stand and fight these dudes, or you can pick up the package and make a run for Maxi's. Remember, if you get back to Maxi's alive, that's all you need to do, so running may be the best option.

Red Missions: Rescue Freedom Operative
Escort Operative to Candy Girl
Return to Base

Message: *In retaliation for bombing Macgruder's, the Corporation is going to publicly execute one of our operatives! Get over there and bring our man back alive! But be careful—it could be a trap!*

Pick up the Uzi and move toward the group of enemies. When you get close, mow them down with your weapon; this will free the Freedom Operative.

Meet up with the Operative and then move off en route to Candy Girl. This trip will be a cakewalk compared to what you've been dealing with lately. The return to your base will be uneventful.

Yellow Missions: Rendezvous with Mad Willy
Retrieve Willy's Sword
Return to Base

Message: *We've been trying to strike a deal with Mad Willy, the owner of the local gun shop, but he's afraid of Corporation reprisals. I need you to represent Freedom in the negotiations. Go meet him and see what he has to say. [Willy] So you want my help? Fine, but first I need a wee favor. Those bloody Mall Rats stole a priceless antique from my collection, a Katana from the Mong Dynasty. Get it back before the thieving bastards pawn it!*

Move over to Willy's. When you get there, he'll ask you to recover the Sword. There won't be any combat involved yet.

The Mall Rats are hanging out by Scooter's. Keep your Uzi in your hand and chug on over to the Mall Rat hangout. Be prepared to kick some major Mall Rat butt on the way—this is gonna be good!

When you've used up the Uzi, the Baseball Bat will do just fine. When you've neutralized the Mall Rats, you'll be able to get the Sword. After you get it, take it back to Willy. When he sees it, you'll be free to return to base.

Yellow Missions: Protect the Gun Store
Return to Base

Message: *The Corporation has discovered our deal with Mad Willy and have sent in their goons to take over his shop. They're going to kill him for helping us! We don't leave our people hanging. Go protect his store!*

Grab the AK 47 that's just outside Willy's store, then get ready to pump some lead into your enemies.

There will be several waves of attacks. Just like previous protection missions, your job will be to prevent any enemy from entering the building! You must defend it at all costs—if even one enemy enters the store, it's game over.

Red Missions: Escort Freedom Operative to Movie Theater
Stop Corporation Interrogators from Escaping
Defend the Movie Theater
Escort Freedom Agents to Candy Girl

Message: *The Corporation is 're-educating' one of our operatives in the movie theater. We need to get him out alive! We're sending in an agent disguised as a workman. Once he's inside, he'll set off gas grenades. Escort both operatives back to the base when they come out!*

Move up to the Movie Theater. As you come up the stairs, you'll see a row of guards—neutralize them. As the fight goes on, the operative will come up behind you and slip into the theater.

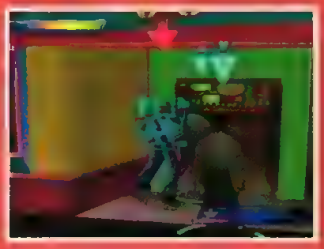
This is a good position to stand if you want to mow down the guards and interrogators as they exit the Theater.

The teargas will hit and you will not be able to hold a weapon, while the enemies will be escaping the entire time. The teargas makes this mission difficult, but if you use the Shotgun that's near the Theater, you'll be able to take down the escaping interrogators before they get away.

Message: *Well done. That's the last of the interrogators. There's a wave of security goons on their way out! Protect yourself!*

Red Missions: Escort Freedom Agents to Candy Girl
Escort Freedom Agent to Blossoms
Return to Base

Now you must simply deal with the guards that come after you, then escort the Freedom agents to Candy Girl. There will be a couple of guards along the way, but otherwise it should be uneventful.

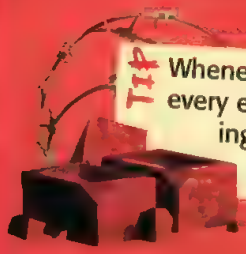


Lastly, you must take another Freedom agent to Blossoms. At the bottom of the elevator near Blossoms, you'll find yourself face to face with several tough guards. Don't let up for second!

Red Missions: Defend Candy Girl
Return to Base

Message: *Our bug at the Phone Exchange just intercepted some bad news! The Corporation is sending 'round a squad of shock troops to attack our safe house at Candy Girl! Get over there as fast as you can and stop them from entering the building!*

Get your butt up to Candy Girl and pick up the Uzi that's waiting for you there. The enemy will start to arrive right away. Drain the Uzi into them and then prepare for some hand-to-hand combat.



TIP Whenever you're defending a building, it's important to note that as long as you've engaged every enemy (i.e., taken a swing at them or shot at them), they won't try to enter the building. Their attention will be on you, so even if you're fighting eight guys, as long as you've got their attention, the building you're defending will be safe.

The second round of attackers are shock troops with Uzis. The key with these guys is to take them out quickly and get an Uzi in your possession, because the *next* round of attacks will be by Mad Bombers; you can't let them get close to the Candy Girl shop.

When you've taken out a Mad Bomber, you'll get the Return to Base message. Beware, however, that there's still another Mad Bomber running around, so if you're near death, be very, very careful.

Red Missions: Stop the Corporation Clean-Up Squad
Return to Base

Message: *Code Red! We've got Corporation clean-up squads coming to take back the mall. These guys are brutal! Do everything you can to stop them!*

This mission is pure hack and slash! Get your fighting boots on and get ready to rumble on the groups of Corporate enemies that patrol the Mall. Many of the guards carry Uzis, which you can pick up and turn on them!

After you've disposed of the two groups of enemies, you need only return to Victor to wrap this puppy up.

Red Missions: Retrieve Corporation Itinerary
Return to Base

Message: *We've just intercepted an interesting email. The head of Corporation security for this sector is visiting the riot area. His secretary is carrying a copy of his itinerary. This is a perfect opportunity for us to hit the Corporation hard! Find the secretary and get that itinerary!*

The secretary is running toward the back door on the second level (just above Maxi's). He's got a guard contingent of four men armed with Uzis. We suggest that you don't fight the guards, but rather sprint to the secretary and take him down *first*, then go after the guards. Once you have the itinerary, you'll be instructed to return to base. We suggest you just make a run for your base, because the enemies around the secretary are very tough hombres.

TIP Sometimes the troops that guard your target can kill him for you! If you're near the target and four guards are firing Uzis at you, then there's a decent chance that they'll inadvertently kill him!

Red Missions: Silence Corporation Executive
Return to Base

Message: *Okay, this is it. The target arrives in the car park in just a few minutes. He's going to be well protected, so watch your butt!*

You must kill a dude that's hiding in the newly accessible car park. Inside the car park, there are plenty of bad guys who'll open fire on you immediately. Things get extremely hot and heavy when you enter the that area, so we suggest you just make a run for the executive, who's cowering in the far-right corner.

There are even cars that'll explode if they take too many hits from gunfire, so you have to be careful all around.

When you get to the executive, kill him quickly and get the heck out of there! Fighting all the enemies is extremely difficult, and if you stay to fight, you might just regret it! As soon as you kill the executive, *run* back to base as fast as you can.

Yellow Missions: Rendezvous with Hacker by Payphones
Protect Hacker
Escort Hacker to Safety
Return to Base

Message: *We're hacking into the Corporation records mainframe to 'borrow' some data. Meet our Hacker by the payphones at the front door and cover him while he works. Once he has the data, make sure he gets to Candy Girl safely.*

Your Mission Giver has now changed locations and is standing outside of Blossoms. You must go protect the Hacker as he uses the pay-phones to break into the Corporation mainframe. Move over to the payphones; you won't have any trouble along the way.

After the Hacker starts to hack, you'll have to protect him. This is the hard part, baby! Several waves of enemies will come around the corner, and they'll *all* be bent on taking out the Hacker. Be sure to engage all of them as they approach so that their attention is diverted to you rather than the Hacker.

When you've crushed the Corporate boneheads, you'll have to escort the Hacker to safety at Candy Girl. There are a few guards with Uzis waiting along the way. Once the Hacker is at Candy Girl, you're home free.

Yellow Missions: Protect Agents in Bank During Robbery
Escort Agents to Jewelry Store
Return to Blossoms

Message: *Time to play 'Robin Hood.' We've got a team ready to take down the Bank and deliver the funds to the Jeweler's Shop. Stand guard outside the Bank while the caper goes down, then provide escort back to the Jewelry Shop.*

Pick up the crew at Candy Girl, then head over to the Bank. When you get to the Bank, the crap will hit the fan and you'll have to fight a group of security agents.

After the agents enter the Bank, you'll have to defend it. As with other building defenses, you'll have to make sure these cretins don't get inside! Defend at all costs!

A great way to defend the Bank is to stand directly in the doorway.

After the robbery is over and you've defended the Bank, you must escort your team to the Jewelry Store. There'll be a fight up by TJ's as you move toward your destination. Once the agents are safe inside, you can head back to Blossoms for your next mission.

NOTE After you return to Blossoms, the Mission Giver will switch positions back to Maxi's.

Yellow Missions: Deliver Money to Arms Dealer
Pick up Weapons
Bring Weapons back to Maxi's

Message: *We're meeting a heavy weapons dealer for a major operation. This is so secret, so I can't even tell you what the target is... yet. I need you to make the exchange. Take the money to the arms dealer.*

Pick up the Uzi that Victor gives you, then get moving up to the Arms Dealer. Up by TJ's, you'll have to fight a few guards, so be ready with that Uzi. Many of the guards you're up against have shotguns, so when you take them down, jump on those guns pronto!

The Arms Dealer is by the back door—don't shoot him! Talk to him and get the arms, then get ready for some action. Don't pick up the box just yet; you'll have to thin out the enemies first!

Stay by the back door and try to lure the enemies toward you. They're just around the corner by TJ's, and they all have shotguns that'll turn you into hamburger in a jiffy. Once you've disposed of the enemies, which can take a while with cat and mouse fighting, grab the box and run it back to Maxi's. Be warned that there is another pack of guards in the area just above Maxi's at the top of the escalator.

You might want to take out these enemies just above Maxi's before you grab the arms box!

Yellow Missions: Stop the Corporation Reinforcements Return to Base

Message: *I think we've got the Corporation on the run! They're rallying the last of their reinforcements near the Federal Office. Now is our chance to take the Mall once and for all! There's a present waiting for you on the upper floor. Get over there and rain on their little parade.*

There's an AK47 in the area just above Maxi's (up the escalator), but there's also a Grenade Launcher at Willy's shop! Go for the Grenade Launcher first.

The troops are lined up across from Macgruder's. Use your Grenade Launcher to take them out en masse. A few will likely get away, so you'll have to engage in some hand-to-hand to mop up. When it's all done, head back to Maxi's.

Yellow Missions: Destroy Key Corporation-Supported Shops

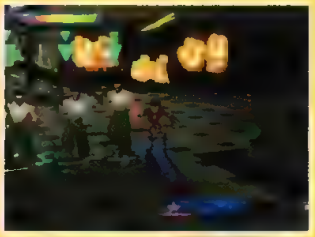
Message: *I guess we've really stirred up the hornet's nest! Lookouts have spotted a major attack force moving to take back the Mall. Let's leave them a little surprise when they get here! Our people will cover you while you torch key Corporation-run shops. While you keep the Corporation busy, our operatives are going to launch a surprise attack on the their headquarters! Use whatever weapons we have left in the area under construction, on the other side of their Headquarters. Get to it!*

This is it, the big kahuna! This final mission begins with the torching of several buildings. The construction area will now be accessible, and you'll see a bunch of weapons and three Molotov Cocktails inside. You have three chances to destroy each target. If you fail, you must go back and start again.

Destroy Rocket Burger

Rocket Burger is your first target. Get past the guards and then toss the Molotov Cocktail inside to destroy it.

Each time you get a new target, you'll have to face a group of enemies coming at you, and this time is no exception.



You'll know when the Molotov has landed properly when the entire building explodes like this.

Destroy Clothes Pour Homme

Same deal here. Take out the enemy guards and then torch Clothes Pour Homme.

You can use a Molotov to take out these enemies if you want to risk it.

Get away from the building once the Molotov has gone in.

Destroy Clothes Pour Femme

Now you must destroy the sister store, Clothes Pour Femme. It's time to strike hard against the sin of vanity!

NOTE When lobbing a Molotov into a building, you must aim for the windows so that the bomb goes inside the building. If you hit the facade, it'll be a wasted attempt and you'll likely get burned in the process.

You know the drill. Take out the guards and then torch the store.

Destroy the Bank

Fight the guards and then torch the Bank.

Another one bites the dust, baby!

Destroy the Antique Store

This is likely the most difficult store to destroy because the windows on the facade are relatively small. Still, if you line up your shot properly, you can take it out in one attempt. The enemies you face along the way are more of a problem than the Antique Store is.

Expect a scrum on the way to the Antique Store.

It's easy to miss this throw because of the relatively narrow windows, so take your time to get it right.

Destroy Westco Drugs

This is the last store you have to take out before the final objective.

Take it down, baby!

Destroy the Corporation Government Office

This is it. Grab the Rocket Launcher and head out!

A well-placed shot from here can take out the Head Office!

There's no shortage of enemies in this mission, so just get into position and make your shot!

Message: *That's it! The Corporation is in ruins in this sector! There are reports of rioting all over the city! They've declared a state of emergency! The revolution is now! Long live Freedom!*

CHINATOWN

Okay, you've dived into the thick of it now, and there's no going back. It's on to Chinatown where you'll work to crush the Corporation in the complex streets of this diverse, urban, ethic neighborhood. Will you need to kick some serious Corporate butt? You bet you will, so read on!

TIP Chinatown has multiple Mission Givers on the map at once. In most cases, we will stick with one Mission Giver until you've completed all his missions. Sometimes, when you complete a mission from the Red Mission Giver, you'll be closer to the Yellow Mission Giver, so the onscreen arrow will point you to him. In this guide, we stay with one color unless otherwise noted. Each mission box in this book indicates which color it is, so you won't get lost!

Red Missions: Protect Ms. Grant
Return to Base

Message: *Time for a quick lesson on the local gangs. We've got two sets, the 3rd Street Killaz and the Jade Hill Boyz. The Killaz have been running an extortion racket in the area, bullying the innocent locals. If we can stop the Killaz, it will gain support for Freedom. The Killaz are going to attack Ms. Grant at the Pawnshop for refusing to pay up. Make sure she lives.*

The Red Mission Giver is beside your starting location.

Head over to Ms. Grant, and she'll say hello to you. Then the Killaz will descend on your position with the intent to kill Ms. Grant. Defend her! There'll be two waves of Killaz, but if you pick up one of their Baseball Bats, then you can take care of them easily. When they're gone, you'll be instructed to return to base.

Yellow Mission: Retrieve Medical Crate from Behind Beerhut

NOTE This is one exception to the rule about sticking with the same Mission Giver color. Because the Yellow Mission Giver is right beside the completion of the first mission, we'll move to the Yellow Mission Giver for this next mission.

Message: *Welcome to Chinatown! Max tells me you're the one responsible for the Capital City Mall operation? Respect! We could use an operative like you around here. You're just in time. The Corporation is moving a Pharmaceutical shipment. It's currently stored behind Beerhut. Go get me a crate and bring it back here. It'll be well guarded, so watch your rear!*

Beerhut is tucked in the maze of allies in Chinatown. Along the way, you'll likely run into several guards that you'll have to chop down.

When you get behind Beer Hut, there's a Crate for you to pick up, but first you'll have to fight a bunch of nasty guards. Show them how much you care by clubbing them to death. Pick up the Crate and then head toward the drop-off location.

The drop-off location for the Crate is beside Blossoms. Run it up to the agent there, and the mission will be complete!

This car will explode as you go by, so be very, very careful.

Yellow Missions: Meet the Informant Behind the Bank
Neutralize the Informant

Message: *While our chemists work on the crate, I need to get the 4-1-1 on what this is all about. One of our informants will meet you behind the bank. Bring me back any information he has to report!*

Again, you'll have to wind your way through the alleys of Chinatown to get to the area behind the Bank. When you get there, you'll find the informant, and you'll get instructions to take him out—he's a traitor.

A flood of teargas will hit the scene and you'll have some difficulty holding onto your weapon. You'll be surrounded by many enemies very quickly, so concentrate on taking out the informant. When he's dead, you can go back to the Yellow Mission Giver.

Yellow Missions: Steal Lab Data from Scientist
Return to Base with Lab Report

Message: *The crate you captured contained a gene-altering drug, but we're not sure what it does. The crate was addressed to Dr. Hunter. He's the madman responsible for the chemical weapons atrocity last year. We need to know what he's up to this time. Go track down one of his lab assistants and see if they're carrying any useful info.*

Follow the path to intercept the Assistant (see map). When you get to the Assistant, concentrate on him and not the guards. Once he's been disposed of, you can grab the Lab Report and return to base!

Yellow Missions: Take on the Guards in Front of Westco Drugs
Meet Informant Behind Autoshack
Destroy Westco Drugs

Message: *The report you lifted suggests the drug is made to modify physique and behavior. We know Westco Drugs is fronting the research facility. Get over there and clear out the guards, then await further orders. Watch your back!*

Get your butt over to Westco Drugs and deal with the guards in front of it. One of the guards has a Shotgun, so if you can wrestle it away from him, it'll make your life much easier.

After the area in front of Westco is clear, you need to move over to the Police Station and take out the guards there, as well. When you're done, you are instructed to go behind Autoshack to meet an Informant.

Behind Autoshack, you'll find the Informant and a bunch of Petrol Bombs! Now, your job is to destroy Westco Drugs. Take a Petrol Bomb and return to Westco.

There'll be lots of enemies shooting at you as you rumble over to Westco. Just make a run for it and toss the Petrol Bomb when you get there.

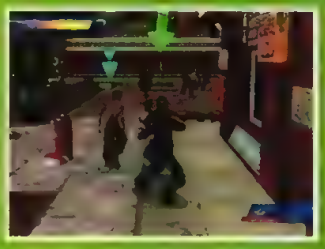
This is what happens when you miss with the Petrol Bomb--it takes out the enemies but doesn't destroy the building.

Drop the Petrol Bomb into the window to take out Westco, then go back to the Mission Giver to wrap up this mission!

Green Mission: Protect Freedom Leader

Message: *Our Leader is giving a speech at the Temple. The Corporation would love to make an example out of him. You've been assigned to be his bodyguard. I guess I don't need to tell you how important this job is? See that he makes it there safely!*

You will meet the Freedom Leader by the police car, then you'll have to escort him to the Temple. Along the way, you'll have to fight off a few bad dudes, including a few Corporate suits, but it's nothing you can't handle, big man! As you get close to the Temple, there'll be a suit with a shotgun. This dude represents the biggest threat to the Leader, because one hit from the shotgun can pop the Leader's head clean off!



Once the Leader is in the Temple, you can return to the Green Mission Giver.

Green Missions: Protect Washington
Cover the Temple Entrance while Mr. Washington Escapes
Return to Base

Message: *The man you escorted to the Temple is Marcus Washington. I'm sure you've heard the name before. He's one of our movement's founders. Protect him while he delivers his speech. Failure is not an option!*

Get over to the Temple in a hurry! If you don't, the leader will buy the farm. After you get there, you can join the crowd and watch the show. Note that there's an M-16 automatic rifle by Marcus for you to use if you need it. After a few seconds, the crowd will scatter and the enemy will show up. Use your weapon (you may still have a Shotgun from the last mission) to take out the enemies as they approach.

After you've wasted the first wave, you'll get instructions to cover the Temple entrance while Marcus escapes. Basically, this means you'll get one more wave of attackers. Mow them down with whatever you've got, then return to base for well-deserved kudos. Be warned that there will be several enemies along the way back to base!

Red Missions: Rescue the Fireworks Shop Owner
Escort him to Safety

Message: *The 3rd Street Killaz are determined to make an example of someone. They've grabbed the owner of the Fireworks Shop and are taking him to see their boss at Rhythm Records. Rescue the poor guy and get him to the Safe House.*

There's a new Mission Giver (the Green Giver is finished), so head to the Red Mission Giver for this mission. Once you get your instructions, boogie on over to the intercept point and take out the Killaz that are chasing the Fireworks Shop owner.

When you've liberated the Fireworks Shop owner, you must escort him to the Safe House, which is an easy task.

Red Missions: Lead Freedom Forces to take back Safe House
Return to Base

Message: *The Killaz have struck back! They've raided one of our safe houses and are holed up inside. Take a group of our guys over there and get rid of them. They need to learn better manners.*

The Freedom forces are kitty-corner to the Mission Giver. Grab them and start moving for the Safe House, which is just around the corner. Pick up a Shotgun from a fallen Killaz and then move into the Safe House and clear out any Killaz that are lingering around.

Just when you think you've killed them all, they keep pulling you back in! Keep working them until they're all dead, then you can head back to base.

Blue Missions: Meet with Sgt. Buckland Outside Homeworld
Follow and Protect Sgt. Buckland
Escort Buckland to Safety

Message: *Check this out—Sgt. Buckland of the presugious Corporation enforcer corps needs our protection! Seems he's been caught embezzling, and the Corporation is after him. If we agree to protect him, he'll show us a way around HG security. Meet him outside Homeworld and see if he's legit.*

There's only one Mission Giver on the map, and he's blue, so go see him. After you get the mission, move to Homeworld as quickly as possible. When you get there, you'll get more missions.

Message: *Are you with the Freedom Network? Here's the deal. I'll show you the loophole in the HQ security, then you have to escort me safely back to your leader. Do we have a deal? Fine, let's do it.*

Follow the Sergeant up to the northwest corner of the map, then head inside the parking garage. Once you get inside, you'll get the instructions to escort Buckland to safety.

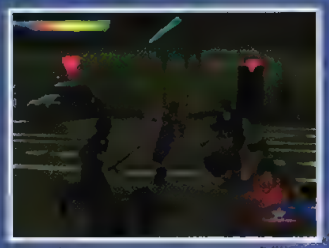
As soon as you get the message to escort Buckland, go to Buckland's side and defend *him* and him alone. The enemy will come from both directions and will go straight for Buckland. Defending him can be difficult because he's out in the open, so stay close to him.

Once the enemies are toast, walk Buckland back to the Safe House. There'll be a couple sets of enemies to deal with on the way back!

Blue Missions: Neutralize the Corporation Banker
Return to Base

Message: *I've been having a very interesting little talk with Sgt. Buckland. Seems there's a European banker in town to help the Corporation expand their empire overseas. We can't let that happen. He's in the car park waiting for transport to the airport. Make sure he misses his flight.*

If you still have the Shotgun from the last mission, keep it! Get moving toward the banker in the Car Park.



In the Car Park you'll have a bunch of Corporate blockheads to fight. Take them out one at a time—you'll enjoy it more! The Banker will be cowering in the corner, and killing him will seem anticlimactic after what you've just been through. When he's gone, go back to base.

NOTE After this mission is complete, there will be four Mission Givers on the Map—Green, Purple, Yellow, and Red. For now, we suggest you continue working on one color at a time.

Blue Missions: Lead your Team to Gant Cable
Protect Gant Cable
Escort Team to Safety

Message: *We're going to hit the Bank today. A team of our operatives is waiting for you at the Gun Shop. They're going to drill through from Gant Cable into the Bank vault next door. Lead the men to the back entrance of Gant Cable and try to avoid trouble.*

You must protect the team from death. If even one team member dies, it's over, so be sure to lead the way and don't be afraid to use your weaponry early. There'll be a group of guards by a car just in front of your starting point, so be ready for them. Don't forget to pick up the AK 47 on your way out!

There's another group of enemies by the Hotel. Again, get their before your team and mow them down ASAP!

Once you get to Gant Cable, the boys will go inside and you'll get the message to protect Gant Cable. Hopefully, you still have some AK 47 ammo left! This is the same as previous building defenses; just make sure that no enemies enter the building, and you'll be okay.

Once you've successfully defended the building, you must escort the team back to the base so that the disk can be returned. You'll get into trouble right away and Johnson will be killed, so you'll have to pick up the disk and get it back to the base!

It doesn't matter how badly hurt you are, as long as you get back to base with the disk!

Green Missions: Retrieve Bomb from Fireworks Shop
Plant Bomb in Front of Bank
Return to Base

Message: *We've captured a number of vital Bank records, but we need to cover our tracks. If we destroy the Bank, it will take them time to discover what we've actually stolen. Go pick up the bomb from the Fireworks Shop and plant it in front of the Bank. We'll detonate it remotely.*

It's going to get ugly near the Fireworks Shop, so be ready for hot and heavy action. Get one of the guard's Shotguns so that you can thin them out quickly.

Perhaps today is a good day to die.

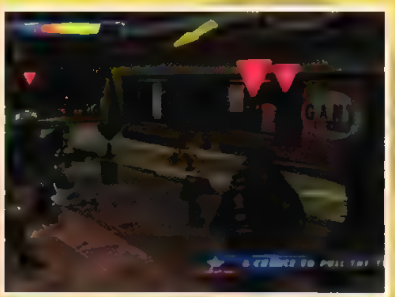
When you get to the Fireworks Shop, don't mess around—just grab the crate and get the heck out of there! Run it back to the Bank as fast as you can.

When you get to the Bank, you will be instructed to drop the Bomb and then return to base. Don't dally, get the heck out of there and back to safety!

Yellow Missions: Escort Church to Safety
Escape from Trap!

Message: *There's something up, and I don't like the sound of it. One of our best men, Mr. Church, was sent to meet one of our informers, but he hasn't returned. He was last seen hear Blossoms Florist. Bring Church back here if you find him, otherwise report back with whatever you find.*

Chug on down to Blossoms, but beware that when you arrive you'll find out it's a trap! You'll immediately be surrounded by a group of enemies bent on ending your life. You don't have to stand and fight. In fact, it may be easier to just get your running shoes on and sprint back to base as quickly as possible. If you stand and fight, you'll need to pick up a Shotgun from your attackers to have any chance at all of surviving.



Yellow Missions: Follow Bishop
Eliminate Bishop and Executive

Message: *This is a dark day. I just got word two other operatives have been ambushed and killed. We suspect one of our agents, Bishop, is the traitor, but we need proof. Bishop is at the Laundry, and we think he's meeting a Corporation contact. Follow him wherever he goes, and don't lose him!*

After you get your instructions, follow the arrow toward Bishop. You'll ultimately end up in a back alley, and you'll find him with a bunch of Corporate suits.

You'll get the okay to eliminate Bishop, but when you do, you'll also have to deal with the rather nasty suits that will be bent on pumping you full of lead.

Bishop will try to escape, but don't let him get away; chase him down and kill him! You'll also have to track down the Executive and kill him as well. The Executive will move slowly toward the Car Park, so after Bishop is toast, move as fast as you can to intercept the Executive. When they're both dead, you're home free.

Yellow Missions: Defend the Laundry
Secure the Laundry
Rescue Washington

Message: *Thanks to Bishop's treachery, the Corporation has discovered our operations room at the Laundry. Get over there and make sure no one enters the building! Washington has returned to the Temple for reinforcements. [Second Message at Laundry] Washington has been captured! Once you've secured the Laundry, go and rescue him before he reaches the HQ!*

When you get to the Laundry, use your AK 47 to slay the approaching suits. Even with the AK 47, you'll still likely have to get into some hand-to-hand combat.

After the Laundry is secured, you must run as fast as possible to rescue Washington. See the map for details on Washington's path. After you've secured Washington, you need only escort him to the Safe House to wrap this up.

If you use your AK 47 properly, you can explode the car and take out the suits chasing Washington as they pass in front of the Bank.

Yellow Missions: Use Teargas to Rescue Washington from the Temple
Escort Washington to Safety

Message: *Hey! Just in time! We've got a bad situation over at the Temple. The Corporation has raided the Temple, and Washington is trapped inside with the rest of our people. Take this Teargas and get Washington back to the Safe House. Hurry! We're counting on you!*

Pick up the Teargas launcher and head to the Temple! When you get there, launch a couple rounds of Teargas at the guards, then dive in and start fighting. You'll get instructions to defend the Temple.

After you've taken out the Temple guards, Washington will appear and it'll be up to you to get him to the Safe House. Stay close to him along the way, but don't worry too much because you won't meet with a lot of resistance between the Temple and the Safe House.

Purple Missions: Rendezvous with Gibson at the West Gate
Escort him to the Safe House

Message: *We've brought in Mr. Gibson, our demolitions expert for a high-level op against the Corporation and their European partners. I believe you and Gibson have already met; meet him at the West Gate and escort him to the Safe House.*

Note that you are now getting your missions from the Purple Mission Giver.

Get over to the West Gate, and take out the guards that are near Gibson. If you still have some Teargas left, you can try to use it if you want. As soon as you get close to Gibson, start moving toward the Safe House. Unfortunately, the path to the Safe House is fraught with danger. Stay close to Gibson, or he'll get killed quickly.

You'll have one more set of guards to deal with just before you get to the Safe House, but If you're ready for them, they shouldn't slow you down. When Gibson is safe, the mission is over.

Purple Missions: Retrieve Security Pass from Foreign Delegate
Return Pass to Base

Message: *We'll need to get Gibson a security pass for the next phase of the mission. There is a foreign delegate at the Bank right now with a pass that meets our requirements. Get the pass and bring it to me.*

As soon as you get the instructions for this mission, head toward the Arches near the Bank, and you'll find the foreign delegate there. Take him out, along with his guards, then grab the pass and head back to base—that was easy!

Purple Missions: Escort Gibson to the Hotel
Divert the Guards Outside the Hotel
Escort Gibson to Safety

Message: *Okay, it's game time. The Corporation is having a secret conference with their European partners at the hotel. Gibson will use his pass to get inside, but it might not pass close inspection. I need you to create a diversion outside to distract the guards when Gibson enters the building. Do whatever it takes!*

Gibson is beside the Laundry. Run over and pick him up, then get moving around the corner where you'll run into the guards outside the Hotel. Take them out!

After the area in front of the Hotel is clear, you'll get instructions to escort Gibson, but once the Hotel blows up, you'll be free and clear.

NOTE We now switch to Red Missions.

Red Missions: Retrieve Security Order
Return to Base

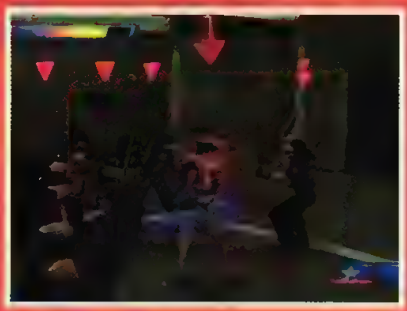
Message: *There's something going down at the Corporation HQ, but we don't know what. There's a security agent outside coordinating activities. I need you to steal his orders. Watch your back! There's a lot of security about, and the agent will run at the first sign of trouble!*

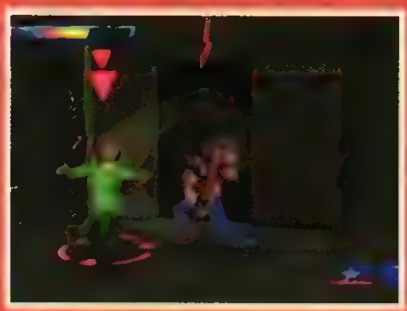
This mission requires you to strike very quickly. There are a million guards near the agent, so you need to get in there and blow him away very quickly. As soon as he's dead, you'll get the okay to return to base, and the mission will be over. However, if you try to take on the hoard of guards, the agent will definitely get away. After he's dead, you can get back to base.

Red Mission: Retrieve Medical Notes

Message: *The orders you intercepted are vague on details, but we know the Corporation is about to unveil some new genetics program. One of Dr. Hunter's key assistants is arriving in the parking lot under the HQ shortly. Get whatever notes he's carrying and bring them back here.*

Move toward the Car Park/HQ. There won't be any resistance until you get there, but when you do, it'll come down *fast!* The guards will go after you like blowflies on a carcass. The Medical dude is hiding in the corner. You need only smack him down to get the notes.



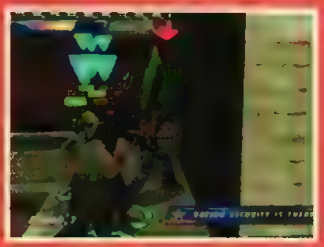


Message: *There was definitely something up with those security guards, something we've never seen before. Hopefully, the answers are in this report.*

Red Missions: Lead your Team to Corporation HQ
Eliminate the Corporation Chief

MESSAGE: *We know from the report you stole that the Corporation is introducing a new genetically modified Shock Troop into active service. There is a ceremony about to take place outside the Corporation HQ to introduce them, and the Chief of this new division will be there. You have one of our teams at your disposal. Let's shake things up!*

Pick up the Uzi (or whatever weapon you've got) and then get moving toward HQ. Along the way, you'll have to clear out some riffraff.



When you get to the West Gate, you'll see the sight of the Shock Troops and believe us, it's scary. You and your boys will need to open up on them as soon as you see them to take them by surprise. Note the chubby leader who gets in your way. Don't be fooled by his looks, he's dangerous. When they're all dead, you can go home.

Red Missions: Wait for Informant to get Document
Retrieve Document from Informant
Don't Kill Informant
Return Document to Base

Message: *This mission requires a delicate touch. One of our agents inside the Corporation Headquarters has some important news for us. When he leaves the HQ, pretend to mug him and take the information he's carrying. Make it look good, or the Corporation will be on to him. Just don't kill him!*

This time you need to let the Informant get into HQ before anyone spots you. Follow him over to HQ, then let him go inside. Once he goes inside, you'll get confirmation to mug him.

You'll have to dive right into it and whack him one hard on his noggin, but just once. When you hit him, you'll get confirmation that you can return the document to base. Of course, now you'll have to get back to base as the guards around you swarm like angry hornets! Run for it.

Red Missions: Retrieve Mr. Clark from the Coffee Shop
Escort Clark to Safety

Message: *The docs you recovered from our agent confirm the rumors we've been hearing. The Corporation secret service is doing a sweep of the area, looking for Freedom sympathizers. We've been able to evac everyone except Mr. Clark. We've been unable to contact him. Go to the Coffee Shop and find him. When you have him, bring him back to the Safe House.*

At the Coffee Shop, you'll have to fight a bunch of goons, but get in there an mix it up quickly so that Mr. Clark can emerge unscathed.

When the dust has settled, run Mr. Clark back to the Safe House and you'll be set.

Red Missions: Rescue the Corporation Prisoner
Escort the Prisoner to Safety

Message: *The Corporation has arrested a civilian and are going to publicly execute her for supporting Freedom. We can't let her die! The death squad is escorting her to the Square outside the Temple. Rescue the civilian and bring her to our base at the Laundry.*

After you get the mission, get a move on to the Bank so that you can intercept the Prisoner. When you get there, you'll see her surrounded by a group of suits. You need only take the suits out, but remember to 'hit' them all so that they focus on *you* and not the Prisoner!

Your job is to take this woman to the Laundry, but you'll end up having more than one fight as you try to get to safety! When she's safely in the Laundry, the mission is complete.

Red Mission: Neutralize 3 Corporation Death Squads

Message: *The Corporation is doing a street-by-street sweep for our Safe House. We've got to protect the building! There are three Death Squads—do whatever it takes!*

We're pretty sure that hearing the words Death Squad and 'whatever it takes' in the same sentence will strike fear into your heart. Grab the Uzi by the Safe House and hunker down for a long fight.

(Continued on next page)

The Death Squads will come at you one after another. Your job is to simply stand your ground and defend the area. When the Uzi runs out, pick up a Shotgun (if there's one around) and use it to keep the enemy at bay. After all the Death Squads are six feet under, you can move on to your next assignment.

There may even be some Teargas used, so hand-to-hand combat will become necessary.

NOTE You will now switch to the Yellow Mission Giver located near Blossoms.

Yellow Missions: Retrieve Experimental Rifle Return Weapons Crate to Base

Message: *We've noticed the local enforcers using a new kind of Assault Rifle. We could possibly replicate it, if we could get a working model. There is a group of enforcers at Protech. Go get us one of those gun crates and bring it back here!*

When you get to Protech, you'll have to fight a large group of guards, but at least a couple of them are carrying Shotguns, and you know what that means, baby! Let 'em have it!

Once the guards are in pieces, you can pick up the Weapons Crate and run it back. If you don't take care of the guards first, the blasts from their Shotguns will cause you to drop the Weapons Crate as you run away, so it's best to dispose of them first. Get the Crate to base, and you'll be set!

Yellow Missions: Follow Corporation Enforcer at Rocket Burger
Find the Source of the Modified Weapons
Kill the Enforcer
Get Back to Base

Message: *Those guns have been specifically modified to fire a larger projectile at a faster rate, and we need to know where they're stored. A waitress at Rocket Burger heard one of the enforcers say he's going to pick up his modified rifle after work. Find out where he's going and report back here!*

Your job is simply to follow the enforcer wherever he goes. Keep your distance and don't jump into any fights.

When you get to his destination, you'll know because there'll be a pile of guards milling around. Wait for him to go into the building, then you'll get a message to kill him! Take him out, then work on getting your butt back to base.

Feel free to use his new Rifle to lay waste to his buddies.

Yellow Missions: Destroy Weapons Shipment Behind Autoshack
Return to Base

Message: *Now that we know who's doing the modifications, we need to shut down the supply. There's a shipment in the alley behind Autoshack (just by the Safe House). Destroy all of the weapons, then report back to base when you're finished. Good Luck!*

The area behind Autoshack is the fenced-in area by the Safe House. When you come around the corner by the Safe House, you'll have heat in your face right off the bat. Hit the guards and pick up an Uzi, then let them have it!

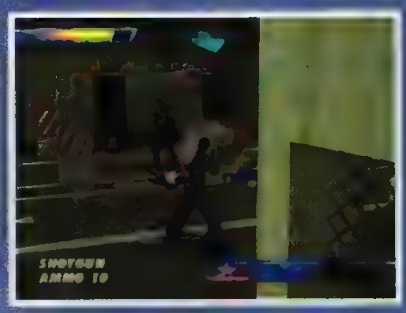
The guards will come in waves, so try to get your hands on a Shotgun, and then take up a defensive position in the fenced area so that you can take the enforcers down as they arrive. When you're home free, pick up the Flamethrower and burn those crates on by one!

NOTE There is now only one Mission Giver on the map, and that's the Blue Mission Giver by Protech and the Toy Store.

Blue Missions: Follow the Jade Hill Boyz Behind Beerhut
Rescue Kidnapped Agent
Escort Agent to Safety

Message: *The Jade Hill Boyz have kidnapped one of our people to ransom him to the Corporation. Some of the Jade Hills are hanging out behind Beerhut. Follow them, but be cool. Try to find out where they're holding our boy, then rescue him and bring him to the Safe House.*

Follow the Jade Hill Boyz down the back alleys toward the HQ Car Park. Inside, you'll find the kidnapped Agent. After you take care of all the Corporate suits in the Car Park, you'll have to get the Agent back to safety. Unfortunately the Agent isn't here!



The Agent is actually in one of the nearby alleys, and is guarded by a group of Jade Hill Boyz. Grab a Shotgun and go teach these boyz a 'lezzon.'

After you've cleared the area, you must get the Agent to the Safe House. This will be no small feat, because you will face more than a few guards on the way back. See the Map for the best path.

Blue Missions: Neutralize 5 Corporation Agents
Destroy Backups
Return to Base

Message: *The Corporation has no idea you rescued our operative. This is a good opportunity for some hit-and-run tactics. There are five agents out looking for you; see that they don't make it back to base.*

The five agents are wandering the map looking for you—some are standing still. They are all in suits, and will appear as red dots on the onscreen map. We suggest that you use the onscreen map to spot their locations. Take out all five.

After you've smoked the first five, you'll get a message that they've called for backup! Round two begins... Take out the backups and then get back to base.

Blue Mission: Destroy the Jade Hill Boyz

Message: *The Jade Hill Boyz think we're an easy target. We're going to show them just how wrong they are. They think they're going to kidnap our leader at Blossoms today. That's not going to happen, because you're going instead. Kill them all. This is a lesson they won't forget.*

This mission is simple—get over to Blossoms, then kick the crap out of the Jade Hill Boyz that show up trying to kill you! There'll be several waves of these guys. Just stand your ground and take them down.

Pick up a Shotgun or other weapon that the Boyz drop so that you can deal with them more efficiently.

NOTE Even though there's a Red Mission Giver near Blossoms, head back to the Green Mission Giver by Protech if you want to stay on track with this walkthrough.

Green Missions: Eliminate the Killaz Near Macgruders
Lead some Jade Hill Boyz to Macgruders
Eliminate the Jade Hill Boyz

Message: *I guess the local gangs still don't appreciate our being here. The Killaz and Jade Hill Boyz are considering joining sets to take us out. We can't let that happen. A number of Killaz are hanging out at Macgruders. Take them down, then lead some Jade Hills into the same area and do the same. When their gangs find them, they'll think a fight broke out, and start warring. That should keep them occupied... for a while.*

When you get to Macgruders, you can do some serious damage by hitting the nearby car. The resulting explosion will help your cause while you pump lead into the bodies of your foes. Pick up any weapons you can get your hands on, then take down this crew.

Your next task is to get the attention of some Jade Hill Boyz and run them back to Macgruders. When you see them, fire at them briefly and then start to run back to Macgruders. Once you're there, you'll get the go-ahead to take them out. Use any means necessary to crush their skulls, then the mission is over.

Green Mission: Eliminate the Jade Hill Boyz in the Main Square

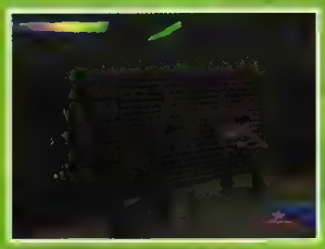
Message: *The leader of the Killaz has set up a meeting at Rhythm Records with Jade Hill to discuss the truce. Make sure the Jade Hill Boyz don't make it to the meeting. The Killaz will take it as a snub. The Jade Hill targets are coming via the Main Square and through Chinatown. Go get 'em!*

You heard the man! Go to the arches in the Main Square and intercept the Jade Hill Boyz. Take them down, but be careful—there's a bunch of them. When you've killed all the Jade Hill Boyz, you'll be able to go back to the Green Mission Giver for your next assignment.

Green Missions: Meet the Leader of the Jade Hill Boyz
Destroy the Record Shop

Message: *Surprise, surprise. The Jade Hill Boyz want to talk peace with Freedom. We've arranged a meeting for you with the leader of Jade Hill to negotiate. She says she has a job for us. If we do it, they're with us. Meet with her and see what she has to say.*

Message: *[from Jade] The Killaz are in league with the Corporation. We're just trying to protect our neighborhood! Help us get rid of them, and we'll help Freedom. Take down their hangout at the Record Shop, and you've got some valuable friends.*



First, go over and talk to Jade.

Pick up the Uzi and get a move on to the Record Shop, where a group of Killaz awaits you. Use your Uzi to make quick work of them, then turn around, because there'll be a second wave coming at you. Shoot the car to take out some of the Killaz with an explosion.

You must now go back to Beerhut and get a Petrol Bomb to blow up the Record Store for good! Grab the Petrol Bomb, run back to the Record Store, and toss it in!

Green Missions: Meet with the Jade Hill Boyz
Help the Jade Hillz Destroy the Killaz

Message: *The Killaz have hit the Jade Hill Boyz pretty hard in retaliation for siding with us. Go see if there's anything we can do to help.*

Go over to meet with the Jade Hill Boyz. It'll be walk in the park along the way—no enemies will attack.

(Continued on next page)

Message: *You've hit them hard, but there's more to do. They're on the streets looking for us. Let's take them out!*

When you meet up with the Jade Hill Boyz, you'll get instructions to help them destroy the Killaz. Follow the gang out to the battlefield; the Killaz are waiting by the Tanker truck near the West Gate. Use whatever you've got to take out the Killaz. You should be able to get your hands on an AK 47!

NOTE The time has come to switch Mission Givers. We move to the Purple Mission Giver now.

Purple Missions: Rescue Freedom Prisoner
Escort Prisoner to Safety

Message: *Our recent actions against the Corporation have led them to outlaw all public gatherings. They've shut the Temple down and are holding prisoners in the courtyard outside. One of our men is in that crowd! Go and bust him out before they discover who they have!*

You don't start this mission with any fancy-schmancy weapons, so you'll just have to use your finely honed fighting skills to free the prisoner. Get down to the Temple and hit the first guard you see, then pick up his gun and use it!

When you've saved the prisoner, you must escort him to the Safe House at the Laundry. This trip will be uneventful.

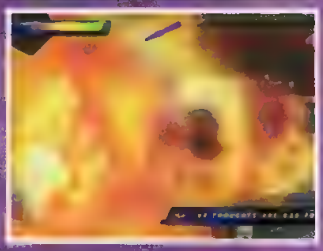
Purple Missions: Meet the Informant Outside Homeworld
Escort him back to the Safe House
Eliminate the Informant

Message: *One of the Temple escapees wants to talk to us about what the Corporation is up to. He'll meet you outside Homeworld. Bring him back to the Safe House for debriefing.*

Run over to Homeworld—there won't be any resistance along the way.

Message: *What took you? Listen, I've heard that the Corporation has been testing a new psychoactive drug, but I'd rather get somewhere safe first. We must hurry! Get me to your Safe House!*

Don't run directly toward the car, because it will explode when you're beside it, and it'll take out both you and your buddy!

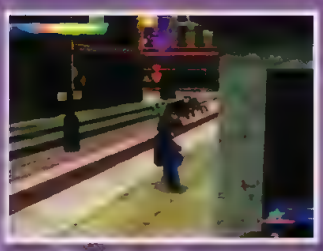


Follow the back route to get the informant to the Safe House. When you get there, however, the powers that be will tell you to waste the informant after all! Take him out hard style!

Purple Missions: Report to the Bank
Locate the Subsonic Transmitter
Return the Disk to Base

Message: *Our techies have discovered more about those nanotech chips you stole back at the Mall. They're similar to the tracker chips implanted in Corporation employees, except these have some kind of psychoactive control component. This might explain why our informer turned on you. We're getting reports of a group of civilians going nuts outside the Bank. Get over there while we find out what's going on.*

Get to the Bank, and then you'll get a message to locate the Subsonic Transmitter. Take out the guards you see, then follow the dude in the Green Coat that comes running out of the pile. Shoot him dead and take the disk that he drops, then get it back to base!



Purple Missions: Eliminate 3 Corporation Scientists
Report to the Pawn Shop
Destroy the Temple

Message: *Three of Hunter's doctors have been spotted heading into the Temple Square. We know they're involved in the psych-project, so make sure they don't make it to their destination!*

Get over to the Temple Square and engage the three scientists. You must get in front of the group, or the guards will simply run straight for you while the scientists get away. When you take down the three scientists, you'll get the instruction to destroy the Temple!

Message: *We've tracked the signal! It's coming from the Temple! So that's why the Corporation wanted it so badly! You'll have to destroy the building quickly before everyone goes mad. Gomez, our guy at the Pawn Shop, has something for you that should help.*

Get over to the Pawn Shop so that you can pick up the special weapon that awaits you, but you may have to fight before you can even get away from the Temple! At the Pawn Shop, you'll get the Rocket Launcher! Use it, baby—OH YEAH!

NOTE Note that you are switching to the Red Mission Giver now.

Red Mission: Steal a PC from Joypad

Message: *One of our hackers has reason to believe that the Corporation has been placing illegal decoding devices in consumer PCs to destroy all digital privacy. Get over to Joypad and get us one of those new PCs so we can find out if this is true.*

You should still have the Rocket Launcher and some ammo, so what the heck—take it with you! When you get to Joypad, take out the few enforcers that are guarding the place, grab the PC, and run it back to base! That was easy!

Message: *Hey, thanks! Let's see if our Hacker knows what he's talking about, or if he was just trying to get a new PC!*

Red Missions: Retrieve Access Codes from Corporation Tech at TJ Sports

Message: *Okay, so our Hacker was right! The Corporation is eavesdropping on every PC out there! We're going to give them something they didn't bargain for. First, we'll need an access code to the Mainframe that controls the bugging system. One of their top PC techs is at TJ Sports. We're pretty sure he has the codes we need. Go get those codes.*

Although it says the PC Tech is at TJ Sports, that's just his starting location—he'll be constantly moving toward the HQ via the Main Square and the Bank. Track him down as he runs by. Don't pay any attention to his guards; just go after the Hacker. You may even have to chase him all the way to the mouth of the HQ before you get him!

Once you have the data disk, run it back to base as fast as you can. You don't want to risk dying and having to start all over again.

Red Missions: Escort and Protect the Hacker
Escort Hacker to Phone 2
Phone 3
Phone 4
Return to Base

Message: *Our Hackers have found a way to crash the Corporation's mainframe using the little 'bug' they placed in consumer PCs. We're going to launch the attack remotely from a public phone, but we'll have to keep moving or we'll be traced. Protect our hacker while he crashes the system!*

The Hacker is just around the corner. When you get there, pick up the Uzi and follow him.

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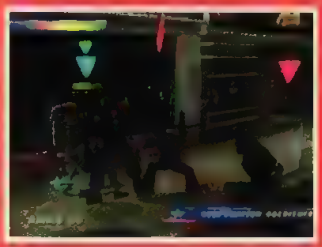
When the Hacker gets to the phone you'll have to defend him. The enemy will come from the Temple side of the street, so be ready with that Uzi.

The job's not done yet! You must get the Hacker safely to another phone. Phone 2 is beside Beerhut, and when you're done protecting him there, you'll have to go to yet *another* phone.



The next phone is by the Big Dollar.

The final phone (phone 4) will wrap things up. If the Hacker can complete work on this final phone, you will be instructed to return to base with a job well done!

Red Mission: Confront the Corporation Executive at the East Gate

Message: *While our Hackers were poking around the mainframe, they managed to make a slight alteration to one of the chief executive's travel itinerary. Instead of arriving at the West Gate to Corporation HQ, he's arriving by the East Gate—with minimal security! Take him out before he makes it inside!*

Move quickly to the East Gate and open fire on the guards that are there. You'll notice a group of guards that are heading up the street with the Executive; follow them!

The Executive has to run all the way to the HQ on the other side of the map, so if you sprint, you'll be able to catch up to him even if you're delayed by his guards. When you get to him, take him out! When he's gone, you'll be able to return to base and wrap up this mission with ribbons and bows.

Unfortunately for you, the trip back to base might be a little bumpy!

Red Missions: Retrieve Disk from the Corporation Doctor
Return the Disk to the Safe House
Return to Base

Message: *One of our Informers has told us that the Corporation is about to start something very big. He doesn't know what, but he knows one of Hunter's doctors is heading for the Corporation main building. Intercept him and get anything he's carrying.*

If you move very quickly, you can intercept the Doctor just outside the Temple, kill him, and take his Disk in a jiffy. When you're done, you just have to work your way back to the Safe House with the Disk.

Red Missions: Meet the Hacker at Rocket Burger
Protect the Hacker
Escort Hacker to Safe House

Message: *That Disk confirms it—they've boosted the power of the psychomatic nanotech chip. They're transmitting a signal so strong it can affect the whole damn city from a single transmitter! You've got to put a stop to it fast before the entire population goes postal and kills each other off! Our Hacker is going to try to pinpoint the transmission on foot. Meet him at Rocket Burger and play bodyguard until he finds it.*

Pick up the Shotgun and head straight to Rocket Burger to get the Hacker. After you get the Hacker, run with him but stay in *front* of him so that you can clear out the enemies as you go!

After the first encounter with enemies, just go with your instincts in protecting the Hacker. He'll run straight for HQ, and as long as you keep the enemy occupied, he'll make it. When the Hacker is at HQ, meet him there to get the okay to escort the Hacker to the Safe House.

Get the Hacker to the Safe House, but beware that there are a bunch of insane citizens that will now be coming after you, as well as the guards!

Red Mission: Lead the Corporation Guards to the Ambush Outside the Laundry

Message: *The Transmitter you guys found has one hell of a security force defending it. If we're going to take it out, we need to start with the goons outside. We're setting up a little trap for them, and... well, you're the bait. Lead them to our ambush point outside the Laundry, and try not to get caught. We're counting on you. Good luck!*

Run out to the tanker truck that's near the West Gate, then get the attention of the guards there. When they've noticed you, run back to your base and the ambush!

Use your AK 47 to mow them down when they show up!

Red Missions: Clear the Guards from the Parking Lot of the Corporation HQ

Message: *The Transmitter building is too big to take out with one bomb, so we've got to set up a chain reaction. The car lot out back is perfect. We've arranged for Gibson to plant the bomb there. The explosion should weaken the infrastructure enough to take the whole complex down. But first, we need to you to take care of any security personnel guarding the parking lot before he arrives.*

You should still have some AK 47 ammo left, so make sure the chamber is full and get moving to the HQ Car Park. When you get there, you need to clear it out, then Gibson can go inside and do his thing.

Once the bomb is planted, you'll have to escort Gibson back safely. There isn't too much resistance out there, but you *must* keep your eyes peeled and get Gibson into the Safe House.

Blue Mission: Weaken and Destroy HQ!

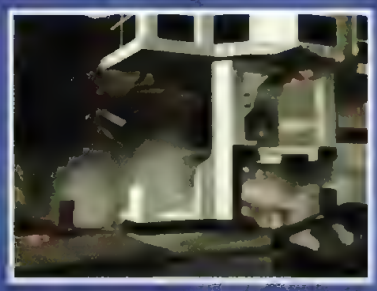
Message: *The time has come to take out HQ. Your job is to weaken the foundation of HQ with Grenades. Good Luck!*

You're given a bunch of weapons for this mission, including a Flame Thrower and a Grenade Launcher!

When you start this final mission, you'll notice that things are really going crazy. Guards and civilians alike are attacking you. Move quickly to get the job done!

Use the Flame Thrower to clear out the riffraff as you try to get to the HQ, where you can do your job of lobbing in Grenades.

With the Grenade Launcher, make a run at the HQ and lob a Grenade inside the door. The result will be beautiful indeed! The Chinatown map is complete, and you can now move on to the East Side!



EAST SIDE

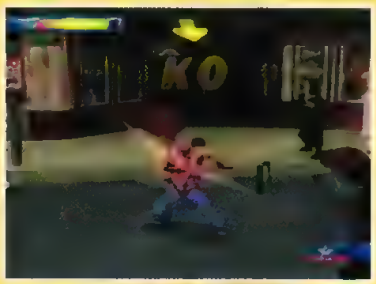
The East Side is your next destination, and with it will come a great deal more responsibility and heavier action, not to mention tougher enemies and more of them.

NOTE As with the last map, this map has multiple Mission Givers on the screen at once. In most cases, we will stick with one Mission Giver until all of his missions are complete. Sometimes, when a mission is completed with the Red Mission Giver, you'll be closer to the Yellow Mission Giver, so the arrow will point you to him.

Yellow Missions: Meet Mr. Adams outside the Theater Escort Him to Safety

Message: *Hola, Vato! We've been contacted by a Mr. Adams who is accused of crimes against the State. The Corporation has already made one attempt on his life. If we protect him, he's offered us some info he thinks we'll find useful. Meet him outside the Theater and take him to the Safe House.*

Let the East Side missions begin! Move over to the Theater and meet up with Mr. Adams. When you get there, take out the guards, or they'll take out Adams!



Your job now is to get Adams back to the Safe House. Along the way, you'll meet some significant resistance, so we suggest that you quickly get a weapon off of one of the guards, preferably an automatic weapon, in order to make your job easier. Check out the main map for the Safe House location.

Yellow Missions: Follow the Corporation Hit Squad to Mrs. Adams
Protect Mrs. Adams
Escort Mrs. Adams to Safety

Message: *Heads Up! You got Mr. Adams to safety, but now they're going after his wife! The assassins are hanging out by Scooters. We don't know where Mrs. Adams is, so follow them to the hit, then rescue her before they can finish the job. Get her back to the Safe House pronto!*

The streets are crowed in this area, but after awhile you get used to it. Get over to Scooters, then watch the three assassins—don't do anything yet!

Eventually, the assassins will start walking, and it's your job to go after them and follow their every move. As they walk down the street, you'll get a sudden message that tells you they've found Mrs. Adams. You have to step in and take them out before she dies!

Once Mrs. Adams is safe, you have to get her to the Safe House. The path to the Safe House will not be strewn with enemies, so you can get her back easily in one piece.

Yellow Missions: Retrieve Hit List from Corporation Hit Man at TJ Sports
Return the Hit List to Base

Message: *The Corporation is running a special assassination squad out of the Bail Bonds Office. Their assassin goons are working out of this office. We need to know who else is on their hit list. One of their sergeants is at TJ Sports with some of his heavies. Take any documents he's carrying and bring them back.*

Get over to TJ Sports, where you'll see these guys milling around outside. Hit them hard and take down the Sergeant so that you can get the Hit List. When you get it, you'll get instructions to return it to base.

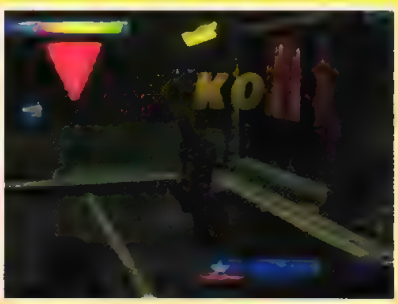
Unfortunately, your trip back to the Safe House will be perilous. There will be many nasty Corporation thugs trying to make soup out of your brains, so we suggest you just run as fast as you can for the Safe House!

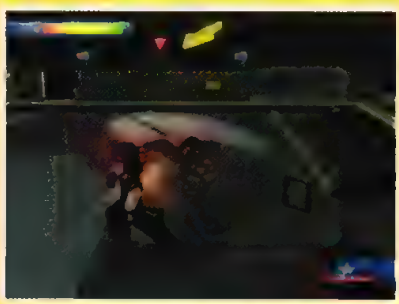
NOTE You'll notice that after you complete missions, you won't necessarily be safe. Indeed, the enemies in this map will tend to attack you even *after* a mission when you're trying to work your way back to the Mission Giver.

Yellow Mission: Stop Corporation Hit Squad Leader at Bus Station

Message: *The Leader of the assassination squad is at the Bus Depot. Find him and make sure he doesn't leave the area.*

Not surprisingly, the dudes that are at the Bus Depot are packing some serious heat, so you should at least have a Club in hand when you get there. Go straight for the Leader. Hopefully his protection will hit him with their Uzis as they try to shoot at you, making your job a heck of a lot easier. When the Leader goes down, mop up and get back to base!





Yellow Mission: Use Grenades to Destroy Bail Bonds Office

Message: *Yo, check this out! We think we've got a solution to our problem with the Death Squads. Let's just blow their base up! What do you say? You game? Go pick up some Grenades and get to it!*

Pick up the Pistol that your Mission Giver has provided, and get a move on to the contact point (see map). As soon as you round the corner, you'll be in the thick of a vicious firefight. Keep your head on straight and try to get these guys into a fistfight, or their automatic weapons will put you down in a hurry.

Grab a Grenade and then run straight for the Bail Bonds office. There'll be plenty of Corporation sympathizers breathing down your neck, but if you can just toss a Grenade into the Bail Bonds window, your problems will be over in a few seconds!

NOTE It's time to switch to the Blue Mission Giver, as the Yellow dude has disappeared.

Blue Missions: Intercept Safe House List at Gas Station Return list to Hector (Blue Mission Giver)

Message: *Man, I never thought I'd see the day, the Muerte 13 gang is trying to sell a list of our Safe Houses to the Corporation! They're going to hand the list over at the Gas Station. Get over there and get that list! Vamanos!*

This mission is a breeze, or at least it should be! Get your running shoes on and chug over to the Gas Station, where you'll run into the dude with the Safe House List, as well as a few other guards. Go straight for the guy with the List. Once you have it, run out of there!

Tip You can stay and fight at any time that we tell you to run, but be aware that you may very well bite the dust if you choose this course of action. That said, if you can survive some of these situations we tell you to run from, you are a true master!

Blue Mission: Protect the Video Store Informant

Message: *The informant that tipped us off about Muerte 13 is in trouble. They know he snitched and are going to take him out. Go to the Video Shop and protect him! Hurry!*

Get to the Video shop fast, and don't worry about weapons because you'll have an Uzi waiting for you when you get there.

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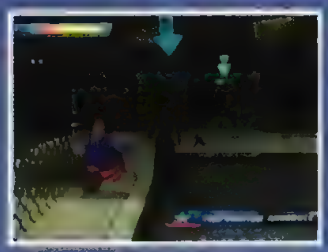
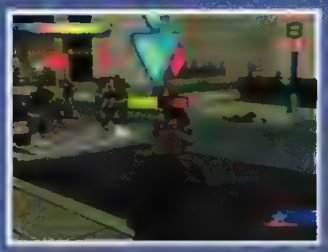
Use the Uzi to protect your new friend. The enemies will come in waves, but you won't want for weapons—from meat cleavers to baseball bats, you'll have *something* decent to fight with.





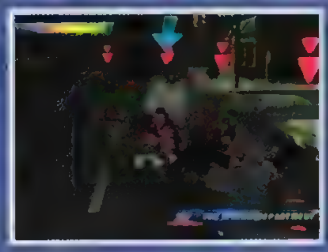
TIP Use your onscreen map to see where the next wave of enemies is coming from; the enemies appear as red dots on your map!

Even though you'll end up right beside the Red Mission Giver, make your way back to the Blue man for your next assignment.

Blue Missions: Retrieve Muerte 13 Map from the North Gate
Destroy El Coco's with Grenades
Return to Base

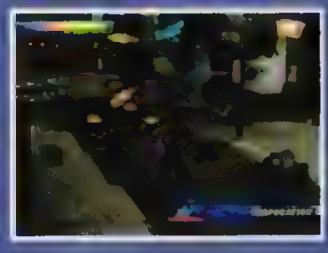
Message: *Time for a little payback. We're gonna pull the same trick on Muerte 13 that they tried with us. There are some M13s coming in from the North Gate, and they're carrying a map of gang hideouts. Get the map so we can find their crib!*

The El Muerte 13s at the North Gate are mean moe-foes, so get a weapon before you show up. A Club or a Hatchet is the very least that you'll need. We suggest that when you arrive you use your weapon to go after the Muerte 13 member holding the Shotgun. Once you have the Shotgun, things will be a lot easier. When all the M13s are dead, get the Map and then you'll get a new objective.



Message: *Very Interesting! So their main hang-out is El Coco's, huh? You'll find some Grenades at the Coffee Shop. Put El Coco's out of business.*

Go over to your contact at the Coffee Shop and get some high-octane java or some Grenades, whichever you find first. Then get moving toward El Coco's. Let's face it, nothing's gonna be easy from here on out, so take a gun first to clear out the enemies, then go back for the Grenades. Once the path is clear (El Coco's is just around the corner from the Coffee Shop), toss a Grenade into El Coco's and end this thing.

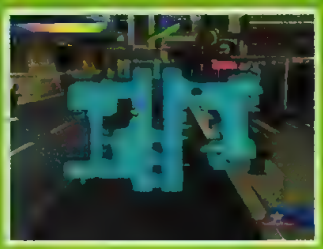


NOTE It's time to switch to the Green Mission Giver, as the your quota of Blue Missions has been filled.

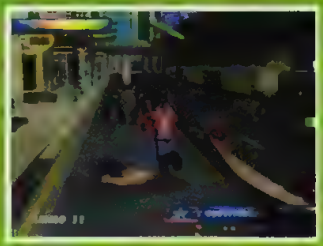
Green Missions: Rescue Pierce from North Gate
Escort Pierce to Safe House

Message: *Looks like a Corporation official named Pierce is in trouble with his handlers. There's a death warrant on his daughter for supporting Freedom. If we help him and his daughter, he's promised us some inside information on Corporation ops. He's being taken to the HQ from the North Gate. Rescue him from the guards and escort him to the Safe House.*

Use your onscreen map to see Pierce and his movements—they show up as red dots. When you catch up to them, jump into the crowd of guards and start swinging! Beat the crap out of every guard you see, because if they're all occupied, then our friend Mr. Pierce will be able to get away!



After you've extinguished Pierce's captors, meet up with him and start heading for the Safe House. As you might expect, there'll be some fun along the way, especially as you move toward the South Gate.

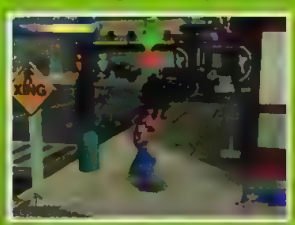


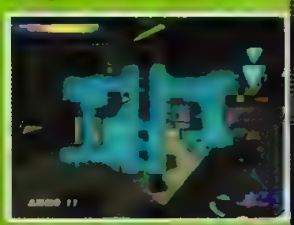
These guys will split up and go straight to kill Pierce. You must get to this point quickly and hit all three guards quickly to get their attention away from Pierce, or it'll be game over.

Green Missions: Protect Pierce's Daughter at Macgruders
Escort her to Safety

Message: *Mr. Pierce has refused to help us until his daughter is safely in Freedom's hands. The Corporation has tracked her down to Macgruders. Wait until she leaves, rescue her from the security force, and return her to the Safe House. Give 'em hell!*

The tough part about this mission is in separating Pierce's daughter from the guards. It's hard to take them all out without her taking a beating. If you try to use a firearm on the guards, you stand a good chance of separating the daughter's head from her shoulders rather than her from the security team. Still, once this is done, it's an easy jaunt to the Safe House.





Green Missions: Cover Pierce while he seeks Vengeance
Escort him to his Daughter

Message: *Pierce has spilled his guts to our intelligence department. Now he's asked for one more favor; he wants a piece of those bastards that ordered the hit on his daughter! The executive is at the Bank right now. Take Mr. Pierce over there and cover him while he opens up a can of whoop-ass. When he's done, take him to his daughter waiting near Autoshack, where we can arrange their escape.*

Pick up Pierce at the Safe House, then move him toward the target. When you get there, dispose of the guards outside, then let the executive come out of the building. When he's out, kill him!

You must now escort Pierce to his daughter, who is at the South Gate. There's going to be some stiff resistance along the way. Remember that the primary thing you need to worry about is Mr. Pierce's safety, because if he or his daughter dies, the mission is over. When you get to the daughter, you'll have a few more waves of enemies jumping on you, so be ready. When the advancing guards are dust, the mission is over.

NOTE You're now going to the Red Mission Giver, which isn't hard to remember because he's the only one on the map at this point!

Red Mission: Retrieve Corporation Documents

Message: *Let's see what you can do here! A Corporation agent is being escorted from the South Gate near Autoshack. Jump him and bring me any documents he's carrying.*

Use your onscreen map to find the agent—he's a red dot on the screen—then go after him. It's entirely possible that you'll have to get him just before he goes inside HQ, but it doesn't matter *where* you get him, as long as you get him!

The road back to get the kudos you deserve will be rocky to say the least, so stay frosty!

Red Mission: Escort Agent Cole to the Theater

Message: *Those papers you stole say there's a big Corporation meeting down at the Movie Theater. Our boy Cole is going to sneak in and see what they're up to. Go meet him and get him into the building.*

They key to this mission is to take out the guards in front of the Theater so that Cole can walk in unnoticed. When you get to the Theater, open up on the guards there, and if you don't have a gun, take one from one of the guards.

Once you've thinned out the guards, turn around to get Cole, then take out any guards that pop out of the Theater for a second round of fighting. Once Cole's inside, you're home free!

Red Missions: Clear out the Guards in Front of the Theater
Place the Bomb Outside Theater
Go to Scooters

Message: *Cole says all the delegates are already in the Theater, so now is a good time to strike. Make sure there are no guards outside. Cole will cover your back. Once they're gone, take the bomb from behind Scooters and put it outside the Theater. We'll take care of the rest!*

Get to the Theater. If you still have a weapon, then you'll be in good shape to start. It's important to note that Cole is standing with the guards in the front of the Theater, so you can't just open up on them indiscriminately, or you'll end up capping Cole and ending the mission. Cole stands in the middle, so go for the guards on the left first, then the right.

After you've iced the guards, go get the Bomb, which is just across the street, and place it in front of the Theater. You'll get instructions to go back to Scooters once you place it.

Boom! No more Theater. Now cruise back to the Red Mission Giver for your next assignment, big guy!

Red Mission: Intercept Corporation Orders Near Prism Auto

Message: *Listen up. The military has come to town. We need to know why. There's a Corporation executive with them giving the orders. Bring me back any information he's carrying. At present, the soldier boys are on standby beside the Prism Auto dealership. Watch your step!*

The new enemies, soldiers, are camped out in front of Prism Auto by the Theater, and they're tough as nails. A few shots from a Pistol will *not* take them down. Indeed, you'll need to fight hard to kill all of these dudes with your bare hands, so aim to get some hardware. When you get there, you'll see the executive in the middle of them. This guy will run *fast* to an escape in the auto dealership, so he should be your first priority. Take him out first, then deal with the soldiers, after which you can pick up the information and head back to base.

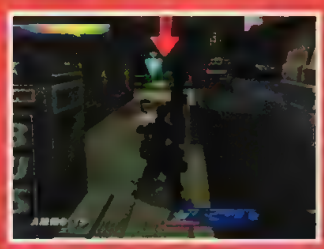
The vehicles near Prism Auto will explode if they're hit with gunfire, so be ready to get roasted a little if you're in close.

Expect to see a few more soldiers on your way back to base!

Red Missions: Protect Agent Cole
Get Agent Cole to Safe House

Message: *The Military has been sent to check out the city before the arrival of the Corporation's chief operations officer. Cole is going to plant a bomb on his route at the Rail Bridge. We need you to make sure nobody messes with him while he sets up. Escort him to the Safe House when he's done.*

Cole awaits nearby (see map), but there are some enemies that are also waiting nearby. You can go get Cole and then face the first wave of enemies, or you can take it to the enemies *before* you meet up with Cole, which is easier on you in the long run. Follow the path we suggest on the map to meet up with the first wave of enemies, then go get Cole.



Cole may even run up to meet you after you take out the first group of enemies, so be looking for him.

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We're not gonna sugar coat it for you—this mission is tough! The best way to protect Cole is to be super aggressive with the enemies and take them out *before* they can get to Cole. It's hard, and it may take a few tries to get the timing down, but once you clear out the enemies, it'll be a breeze to take Cole to the Safe House.

Red Missions: Neutralize the Corporation Bomb Squad
Retrieve Corporation Smartcard
Return Corporation Smartcard to Base

Message: *Problem, homie! The Corporation is wise to us, and they've sent in a Bomb Squad to sweep the area. They're searching the Food Shop now. Don't let them discover the bomb. Then bring me their communicator Smartcard before anyone finds out they're in trouble.*

Get over to the area near Scooters to quickly intercept the Bomb Squad. These guys are unbelievably tough, so use whatever you've got to detonate the vehicle that's near the Squad as you approach. The result may inflict some pain on you, but hey, it's better to take out much of the Squad and hurt yourself a little than to have to take on all of them at once!

Get the card off the dead body of one of the Bomb Squad dudes, then move back to base ASAP.

Red Missions: Sweep the Blast Site for Corporation Survivors
Return to Base

Message: *Everything is in place and the target is on his way. We'll detonate the Bomb. Your job is to deal with any survivors. If the target survives the blast, he'll probably run for the HQ—make sure he doesn't make it!*

This mission can be neatly wrapped up in a nice little package if you've still got a weapon from the previous mission. The group you're looking for will walk directly in front of you as you turn away from your Mission Giver. Mow down the guy in the brown overalls and you'll be done! Return to Base when he's pushing up daisies.

NOTE The time has come to switch to the Purple Mission Giver. You're nearly halfway through this map!

Purple Missions: Intercept Security Orders
Return Orders to Base

Message: *Well, I guess we really pissed them off that time! The Corporation is going to take some harsh action against us, but we don't know what or where. There's a security force massing outside Beerhut. There's a department of security official inside. When he leaves, get the orders he's carrying and bring them back to us!*

Get over to the Beerhut and get to work on those soldiers! If you don't have a weapon, and you probably won't, then go for one of the guards that has a Shotgun. Knock it away from him, then grab it and turn it on his buddies!

The fight with these guys is very difficult, and you'll have to use every trick in the book to survive their beatings. Your goal, however, is to take out the security official, who will exit the Beerhut after you take out the first round of guards. This guy will *immediately* make a run for it, and the guards around him will make a run for *you!* Follow him at all costs (leave the guards behind you) and snuff his life. When he's dead, you'll get the go-ahead to return to base, but beware of more soldiers on the way back!

Purple Missions: Report to Candy Girl for Further Orders
Rescue Hostages Near Bus Depot

Message: *The Corporation is about to launch an attack against us. Get over to Candy Girl. Our contact there has more information for you.*

You heard the man, get over to Candy Girl.

Message: *This is a new low for the Corporation. They've taken civilian hostages and are going to execute them unless we give up the location of our East Side base. The hostages are being held hear the Bus Depot. Rescue them!*

Pick up the Uzi that Hector leaves for you, then get a move on to the Bus Depot. When you get there, you'll see a large number of Corporation blockheads milling around the civilian hostages. Although you need to protect the hostages here, you don't have to worry about saving *all* of them. Indeed, a few casualties are inevitable in a situation like this. Open up your Uzi on the guards. When you fire on them, the hostages will eventually disperse and get out of your way. When the last guard is dead, you'll get the okay to return to base.

Purple Mission: Stop the Corporation Shock Troops

Message: *The Corporation is going after us with a vengeance, and they don't care who gets in the way! They've deployed some new kind of Shock Troops to hunt us down. Those animals are killing everything they see! We've got to stop them!*

This time, you are blessed with an AK 47! Take it and get moving toward the Shock Troops, who are just around the corner, near the Bus Depot. Your AK 47 won't last, so replace it with something the Shock Troops drop.

Use your onscreen map to see where the other Shock Troops are headed, then go after them! There may be some civilian damage while you take out the Shock Troops, but you needn't worry about them; just worry about cleansing the area of the pestilent Corporation thugs.

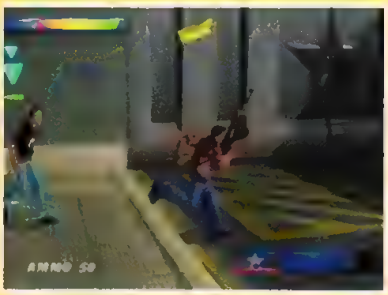
NOTE We will now switch over to the Yellow Mission Giver, who is located by the South Gate.

Yellow Missions: Protect the Hacker

Escort the Hacker to Safe House after Virus Upload

Message: *Since we destroyed the Bank in Chinatown, the other banks have become vulnerable due to increased traffic. Our hacker, Edison, has developed a virus to disable the alarm systems for the Bank. Escort him to the ATM so he can upload it. Make sure Edison gets back to the Safe House when he's done.*

Edison is waiting by the Mission Giver. Pick him up and start moving toward the Bank, but don't hurry; you'll want to move slowly to protect your partner.



As you round the corner by Scooters, you'll meet resistance. In this case, Edison is getting doused in a shower of his own blood while we try to take out the guards.

When Edison gets to the ATM, you'll get the instruction to protect him as he uploads the virus. Get close to him and then turn your back to him so you can see the enemy coming! After the upload is complete, you'll get the message to get Edison back to the Safe House. Again, don't rush; just walk slowly and keep your eyes peeled.

The path back to the Safe House is relatively Corporation-free.

Yellow Missions: Extract Freedom Agents from Bank
Escort Bank Team to Safe House
Return to Base

Message: *We've broken into the Bank to steal confidential files, but something went wrong! Our guys are surrounded by the security forces! Get over there and rescue them!*

Get over to the Bank and get into the group of guards in order to wrestle away one of their weapons. When you've done this, turn on them and lay them down!

The way we figure it, everyone has to take a beating now and then.

Message: *We've got the information we need to take down their banking system—let's get back to base!*

The Team will come out of the Bank as soon as all the guards are taken care of, but your job is only half over. You now have to get them back to the Safe House. This is tough because there's a veritable army of Corporation guards just outside the Bank! That said, you can still take them down with the help of the Bank Team.

TIP The Bank Team is actually a *lot* of help in this mission. Let them assist you in thinning out the enemies as you work your way back to base, and your job will be much easier. You won't always get this type of help, so take advantage of it while you can.

NOTE We again make a Mission Giver switch, this time back to Blue.

Blue Missions: Protect Record Shop Owner
Protect the Record Store

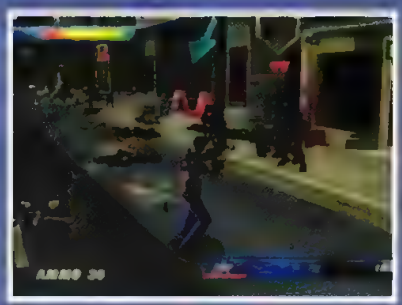
Message: *Hey, Man! We got word the Skinz are making trouble for the locals. They're about to attack the Record Store. Get over there and protect the owner! He's a good man!*

Pick up the AK 47 and get ready to rumble. Sprint over to the Record Store, where you'll find the proprietor sweating bullets out front. After you meet him, you'll be instructed to guard the store. Use the onscreen map to see where the Skinz are coming from. The AK 47 will be the cure for the Skinz disease. Keep them away from the Record Store owner, and you'll be golden.

Blue Mission: Attack the Skinz at the Rail Bridge

Message: *Another group of Skinz has set up blockades under the Rail Bridge to control their part of town. Go get rid of them, they're pissing me off!*

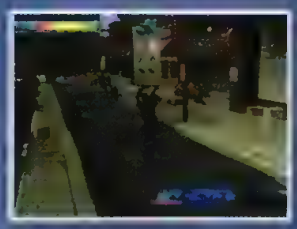
This is a straight-up fight. Move over to the Rail Bridge and go to work on the Skinz. If you're lucky enough to still have a weapon, you'll get a good start, but you're going to have to muck it up with these boys at some point. The other downside to this fight is that there's a group of Corporation cops across the street that'll get into it with you. Once everyone is dead, you'll be rockin' back to base!

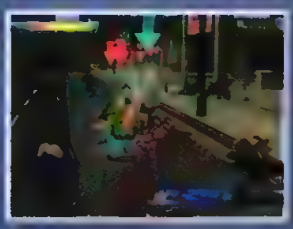


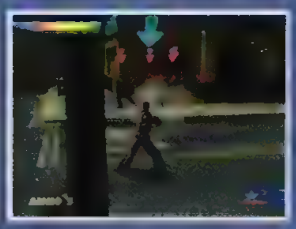
Blue Mission: Eliminate the Skinz and Corporation Agents Outside Candy Store

Message: *Word on the street is the Corporation is meeting with the Skinz to discuss supplying them weapons. Go over to the Candy Store and bust them up!*

Grab a weapon and get moving toward Candy Girl. Once you get there, the most likely weapon of choice will be a Baseball Bat as the Skinz rush you head-on. After you hack down the last of the Skinz, you'll be able to pick up a Shotgun, which you'll need in order to deal with the Corporate goons in front of Candy Girl. Kill them all and win!



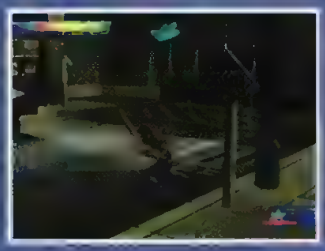




Blue Mission: Attack the Skinz at Premiere Pizza

Message: *The Skinz are massing up at their base in Premiere Pizza. I think they're planning an attack against us. Why don't you go break up their little fiesta before they get started?*

Grab the Baseball Bat that Hector leaves you and go over to Premiere Pizza. The Skinz will be waiting, but it's nothing a few good swings of your Bat can't handle. The Skins will also have hatchets, which will separate the Skinz heads from their bodies if you can get your hands on one!



The Skinz will continue to pour out of the Pizza joint. Just stand your ground near the entrance and deal with them one at a time as they come out!

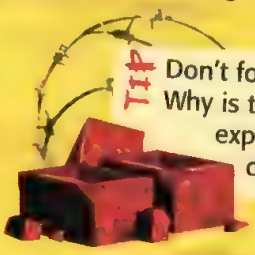
One of the Skinz has an Uzi, so get it off of him and turn it to your [illegible]

NOTE Another switch must now occur. You can take a Red or a Yellow Mission Giver. We go with the Yellow one for this walkthrough.

Yellow Mission: Escort Prism Auto Informant to Safety

Message: *One of our informants just reported that our spy at the Prism Auto dealership has been ratted out. Escort her back to Safety before the Corporation has a chance to bust her.*

Grab the Uzi that Hector leaves you and get started. The Informant is standing just outside of Prism Auto. Unfortunately, as soon as you approach the Informant, you'll get mobbed by four Corporate soldiers. That Uzi will come in handy, but you'll have to balance the effectiveness of spraying its bullets with the danger of killing the Informant!



TIP Don't forget that there are cars around the car dealership (duh). Why is that important? In this game, cars have a tendency to explode in a big way when they're hit by stray gunfire. Be careful, or you'll end up barbequing yourself!

Once you clear the immediate area, you have to get the informant to the Safe House, which is no small feat. Keep working your way toward the Safe House, always keeping an eye on your package. After the first wave of Corporate police, you should be home free.

Yellow Missions: Escort the Freedom Team to Tax Office
Protect Team
Escort Team to Candy Girl
Retrieve Stolen Cash and Return to Base

Message: *The Corporation must really be messing with their own people! We've got another batch of defectors giving us good info. There's a big stash of cash being held at the Tax Office. We've got a team waiting outside Candy Girl to intercept it. Lead them to the Tax Office and help them out!*

Go to Candy Girl and pick up your team! These boys are tough, but if even one of them dies, you'll be left holding the bag, my friend, so be careful with them, and don't forget to pick up the Uzi they have for you.

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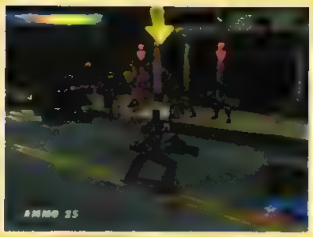
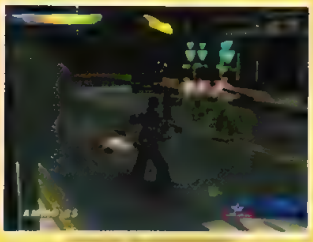
The soldiers outside the Tax Office are tough—very tough. They are so tough, in fact, that your Uzi won't be enough to take *all* of them down. Still, your priority is to protect the team while you kill all of the soldiers. Once that's done, the team will enter the Tax Office.





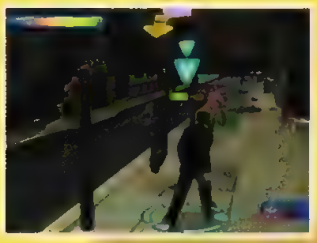
After the team enters the Tax Office, wait around outside and deal with anyone that comes by. A few minutes will pass, then the team will emerge and you'll get instructions to take them to Candy Girl. You'll get into a fight with some soldiers and the team will bite it. When this happens, you'll get new instructions to grab the cash and run it back to base!

Yellow Missions: Rescue the Defectors Leaving Maxi's Bistro

Escort Defectors to Safety

Message: *We're staging another kidnapping to rescue the latest batch of defectors. The defectors are leaving Maxi's Bistro with an armed escort. Bring the defectors back to the Safe House alive.*

The defectors are mixed in with a bunch of bad guys by Maxi's. The tough part of this mission is not killing the defectors when you go into the fight. We recommend that even if you have a gun, you don't use it. Instead, just use your fists or a Club to deal with these thugs.



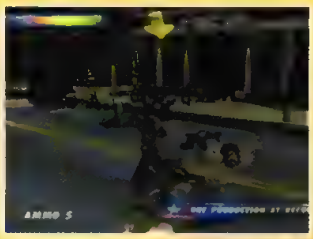
If you don't let the bullets fly, then you can often get past these guys without killing the defectors. After the guards are gone, just run the defectors back to the Safe House and you're all set.

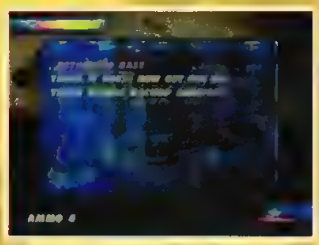
NOTE Even though you end up right beside a Red Mission Giver, stay with the Yellow guy for now. The walk will do you good!

Yellow Missions: Cover the Freedom Team
Destroy the Revenue Office (Tax Office)

Message: *One of the defectors told us the Corporation has an extensive collection of records on our operation down at the Revenue Office. We can't possibly steal the information, but we can destroy the building. Our guys are going to storm the place. Grab the Rocket Launcher and back them up!*

You know you're progressing in State of Emergency when Hector is starting you off with a Rocket Launcher! Grab it and move to the Safe House area, where you'll find your team.



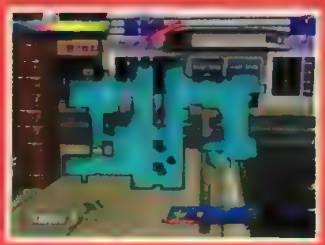


When you get to the Tax Office, otherwise referred to as the Revenue Office, blow it up with your Rocket Launcher and you'll be done!

Red Missions: Retrieve Building Plans from the Construction Workers
Kill all the Construction Workers

Message: *The Corporation is converting a building for some super-secret project. We need to know what those pigs are up to. Go to the construction site and get the plans!*

If you still happen to have some Rocket Launcher ammo left (and you should), you can use it to take out the first group very quickly. Use your onscreen map to track them as you close in on their location.

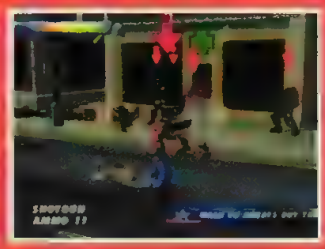


You'll get a second message to kill the remaining construction workers. Take out anyone who opposes you or appears red on your onscreen map, and you'll be home free. You may have to toss aside your Rocket Launcher, however, because it doesn't work very well at close range.

Red Missions: Distract Corporation Guards at Westco Drugs
Don't Destroy Medical Crates
Stand Clear and Wait for Hunter
Don't let Dr. Hunter Escape

Message: *Guess what? Our little friend Dr. Hunter is visiting the local Westco! Good thing we planted a bomb among the medical crates, eh? There are some security guys looking around the place. Don't let them find the bomb. Just don't damage it, okay?*

You won't have any weapons to start with, but you know the drill. Get up to the soldiers guarding Westco and hit one that has a Shotgun hard. Take the Shotgun and turn it on his buddies! After they're dead, you'll get a message to stand back and wait for Hunter.



Tuck yourself under the rail bridge and wait. Dr. Hunter will show eventually, and when he does, you'll get a message not to let him escape. When this happens, let him have it with whatever you've got left in your Shotgun! When Hunter's dead, the mission's over.

Dr. Hunter is tougher than you'd think. In fact, he'll stand and fight if challenged.

Red Missions: Kidnap Dr. Wilson at the West Gate
Escort Dr. Wilson to Safety

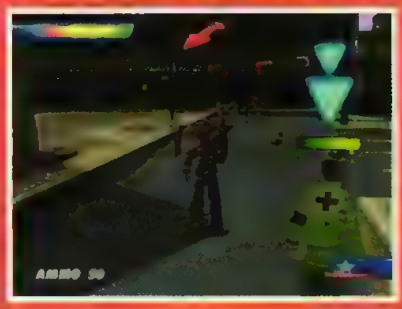
Message: *We've been contacted by Dr. Hunter's successor, Dr. Wilson. He wants to defect, but since our attack he's been put under heavy guard. We're going to stage a kidnapping to get him to safety. They are taking him to their HQ via the West Gate. Get rid of the guards and lead him to a Safe House.*

Hector has left you an AK 47! Pick it up and get over to the West Gate. When you get there, you'll see a formidable force, but what you will also find is a soldier with a Flame Thrower ready to torch you to ashes, so don't get too close!

Things just got tougher--they're using Flame Throwers on you now!

With a pair of enemies shooting flames at you, it won't take long for the whole situation to deteriorate into an inferno complete with burning cars. Keep your distance and use your AK 47 to do your talking.

The Doctor will request that you get him to safety, so run him back to the Safe House to wrap up this assignment.

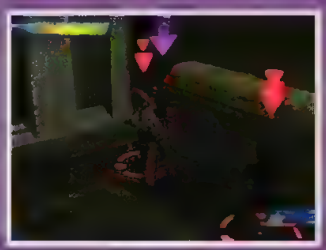


NOTE It's time to switch to the Purple Mission Giver again, as the red missions are now complete!

Purple Missions: Rendezvous with Agent Price Outside the Furniture Shop
Protect Agent Price

Message: *One of our agents is trying to get back to the Safe House under the Jazz Club, but she thinks she's being followed. We can't let her get captured or killed. Meet her outside the Furniture Shop and lead her to the Jazz Club safely. Watch your back!*

Run over to Agent Price, and as you approach her, note that there are two suits standing across from her. They aren't targets for you, but if you approach and attack them, they'll turn into targets! Go after these guys *first*, and you'll see a bunch of agents come out of the woodwork. Take them all out, then talk to Price.



You'll get instructions to get Price back to the Jazz Club, simply escort her back. The key to this mission is to hit the Corporate agents *before* you talk to Price. That way, she is not in any danger!

Purple Missions: Retrieve Report from Agent at Bank
Deliver Report to Jazz Club

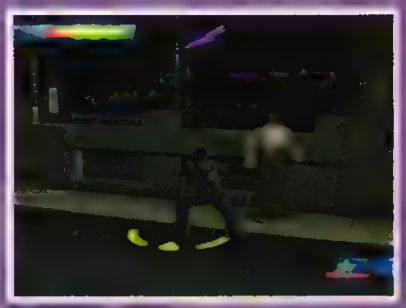
Message: *Another of our agents is trying to get a report to the meeting at the Jazz Club, but he thinks he's under surveillance. We're gonna pull a switch on them. Meet him in front of the Bank, take the report, and get it to the Club!*

As you're making your way to the agent, he'll die! Get over there and pick up the report, then run it back to the Club, but expect heavy resistance! You can choose to stand and fight, but that'll be difficult, so running is probably the best option.

Purple Missions: Defend the Jazz Club
Escort Washington and Price to Candy Girl

Message: *We've been snitched! The Corporation is going to raid the Jazz Club any minute! Hold them off with everything you got while we get everyone out! Move, vato!*

Get the AK 47 that Hector has left for you and use your onscreen map to see which direction the enemies are coming from. Hunker down, conserve ammo, and don't let anyone enter the Jazz Club!



Message: *Marcus Washington and Agent Price are leaving the Safe House. Provide an escort to their extraction point by Candy Girl.*

Just when you thought the only thing you'd have to do was defend the Jazz Club, this happens! Get a move on to the Safe House to pick up your package, and then work your way toward Candy Girl.

There's an AK 47 by your cargo, pick it up!

(Continued on next page)

Along the way, you'll encounter some Teargas, but don't sweat it. Just hang by the Safe House and wait for the enemies to come to you while the Teargas dies down. After things have settled, move around the corner and take out the enemies you see, moving slowly. Work your way to the Candy Girl; the last block or so will be a cakewalk.

Purple Mission: Clear out the Corporation Outside the Jazz Club

Message: *Time for some retaliation. Go clean up the Corporation garbage surrounding the Jazz Club.*

You will get yet another AK 47 by the Candy Girl, as well as a team of hombres to help you out on this mission. Go to it! When you turn the corner at the Jazz Club, you'll get a definite 'gunfight at the O.K. Corral' feel to the situation, but don't get all misty–just cap those buggers!

Blue Missions: Protect the Hacker Eliminate the Skinz Guarding the Pay Phones

Message: *The Skinz are paying an awful lot of attention to a certain pay phone outside Big J. We need to know what they're up to over there. Edison is going to plant a bug, but first you're going to have to get rid of the baldies guarding it. Good Luck!*

Even before you pick up Edison at the Safe House, you'll have three Skinz breathing down your neck! Get rid of them, then grab Edison and get a move on for the Pay Phone. Even as you walk down the alley by the Jazz Club, Skinz will continue to come at you!

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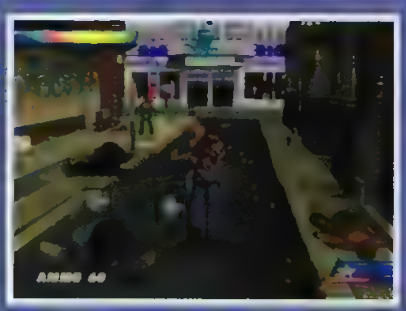


Once you're at the Pay Phone, you must hunker down and defend the position. By this time, it's likely that Edison will have taken some hits, so you must be dead accurate with your weapons from here on out. The Skinz will come, and when they do, kill them, then get Edison back to the Safe House.

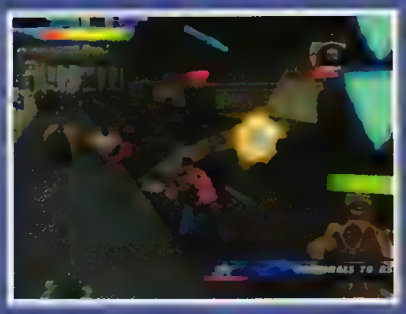
Blue Missions: Escort Agent Cole to the Corporation Meeting
Eliminate any Skinz in the Area
Protect Agent Cole
Escort Agent Cole to Safety

Message: *We just listened to a call on the Skinz special hotline. The Corporation want to have a meeting with the Skinz in front of the Bank. We need to know what it's about. Agent Cole is going to pose as a Skinz member and stand in for them. You make sure the Skinz don't show up!*

You'll see the Skinz right away, so go after them and occupy them all, as suicidal as that seems, so that none of them make it to the meeting.

After you've neutralized the Skinz, you now must escort Cole to the meeting. Meet up with Cole at Prism Auto, then watch him as he walks into the Bank.

After meeting with the Corporation, Agent Cole will start running back to Prism Auto. When he gets there, you'll get instructions to escort him to the Safe House. The only downside to this is that all the enemies you've just been watching will be coming after you! It doesn't matter—just run for it and take out the few guards that get in your way en route. When you get to the Safe House, the mission is complete.



Blue Missions: Protect the Explosives Expert
Provide Cover for the Explosives Expert
Escort Freedom Agent to Safety

Message: *There's another meeting going down between the Corporation and the Skinz at the Gas Station. What do you say we just light the whole place up and call it a day? Escort our explosives expert to the Station and make sure he gets the job done.*

Get the AK 47 and then pick up the explosives expert in front of Techtown. The expert will immediately run for the Gas Station to do his work, and the bad guys will come just as quickly from the direction of the Rail Bridge. Use your AK 47 to provide cover for your man.

Your next task will be to get the explosives expert to safety, and that involves the usual slow walk toward the Safe House, always keeping an eye out for enemy uniforms along the way. Get him to the Safe House to complete the mission.

Blue Missions: Wait for the Corporation to Arrive at the Gas Station
Destroy Gas Station
Return to Base

Message: *Everything is set. The Skinz leaders are already at the Station. Wait for the Corporation to arrive and then blow up the building. There are three Gas Bombs at the front of the building. Light it up!*

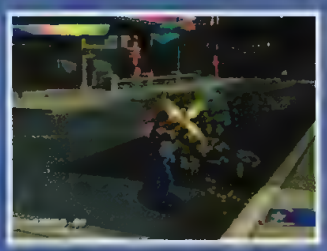
Run up to the Gas Station and expect to be hounded by both Skinz and Corporation hacks. Pick up a Petrol Bomb and toss it at the Station, trying to get it into a window. When you do, it'll blow and then your mission is complete!

Even if you miss with one of the bombs, it's not a big deal because the resulting explosion will take care of some of the enemies!

Blue Missions: Lead Skinz to Muerte 13 turf near the Video Shop
Eliminate the Skinz

Message: *The gangs are getting out of control, but we've got a plan. The Skinz are massing over by the Prism dealership. The Skinz and Muerte 13 have been feuding for years. If you can get both gangs together, I bet our task would be that much easier. Make sure the Skinz take a beating.*

Pick up the Pistol and rock and roll. Check out your onscreen map to see where the gangs are, and then head over to the Prism dealership. When you get there, you'll have your work cut out for you, but fortunately the Skinz are holding bunches of AK 47s! Get your hands on them and then mow down the entire group!

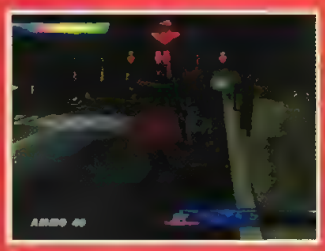


NOTE Another switch has occurred and you're now back to the Red Mission Giver—the Blue one is now gone.

Red Mission: Attack the Corporation Guards at Gate 2

Message: *Remember those construction blueprints you stole? We finally figured out what they're for. The Corporation has built a genetics lab in their East Side headquarters. They've been making genetic enhancements to their Shock Troops to make them stronger and more lethal! We need to divert some of these enhanced troops so we can plan an attack on the lab. Go attack the guards at Gate 2!*

Talk about a suicide mission! Pick up the AK 47 and go for it, baby! The first group of troops is manageable from a distance with your AK 47. But when they're dead, you'll turn around to find a Flame Thrower going off in your face, so try to keep your distance! The first group of troops you fell will yield a few weapons, including Shotguns, so put them to use!



Alas, there will be a *third* wave of attackers coming at you from around the corner. Vanquish these scuzzheads and you'll be home free, my man!

Red Missions: Stop the Guards Protecting Corporation Headquarters
Protect Freedom Agents
Return to Base

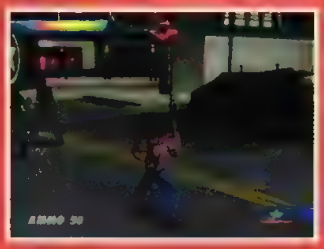
Message: *Get over to the HQ and clear the guards from the gate. When the area looks relatively safe, our Bomb experts will move in. Return here after they've entered the building.*

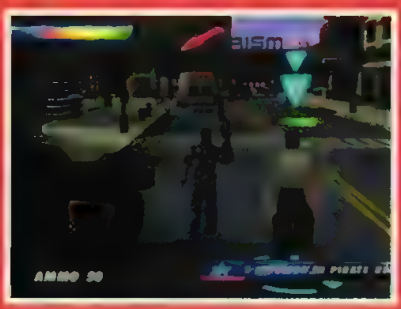
Again, pick up the ubiquitous AK 47 from Hector and move toward the HQ. Along the way, you'll pass the Bomb team, but they won't be coming with you, so head straight into the action. The real heavy stuff will be directly in front of HQ, where a few waves of enemies will emerge. Once the enemy is toast, the team will enter the building and your work here will be done.

Red Missions: Extract the Freedom Agent
Escort Agent to Safety

Message: *Reports from our demolitions team are real bad! They planted most of the bombs, but they were spotted and driven out. The only survivor is pinned down at the Front Gate! Get over there and help him get to the Safe House.*

This time, you get an M16! Get over to HQ and take out the soldiers there, that's all there is to it. At first, you can go toe-to-toe against them with your M16, but you should back around the corner and lure out the soldiers one by one so that you don't have to take the brunt of their fury.





When the soldiers guarding the HQ are gone, you'll be charged with escorting the agent to the Safe House. The difficult portion of this journey happens right away, when you're stormed by four tough soldiers. If you can make it past these dudes, you'll be home free all the way to the Safe House.

Red Mission: Defend the Freedom Base

Message: *The Corporation captured one of our operatives and have found out the location of our base! They're sending a raiding party to take us out. Hold them off while we destroy vital documents.*

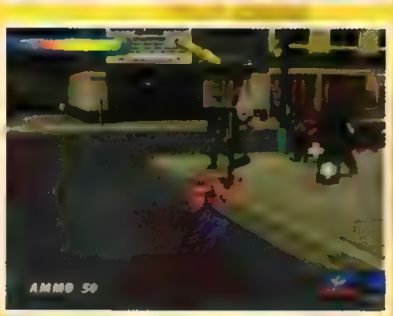
This mission is simple. Pick up the AK 47 and stand by the doorway, defending the base at all costs! Four solid waves will come at you, and you'll likely be reduced to brutal hand-to-hand combat, but if you just stand your ground (don't venture out), it's doable!

Yellow Missions: Join the Assault on the Corporation's HQ
Lead Assault on Corporation HQ
Use Rocket Launcher to Destroy Corporation HQ

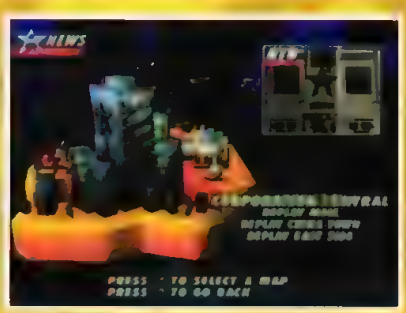
Message: *With our base gone, we've got nothing to lose. It's time for one more assault against the Corporation HQ. We're sending in everyone we can to swamp the security outside. Help 'em out!*

This is what you've been working toward, the final East Side mission! Ready your weapon and move over to the Corporation HQ. Along the way, you'll pass Candy Girl, and you'll ultimately lead the charge on the HQ yourself!

There'll be heavy fighting at the Gas Station first, but don't be afraid; you can do it with six other guys right behind you.

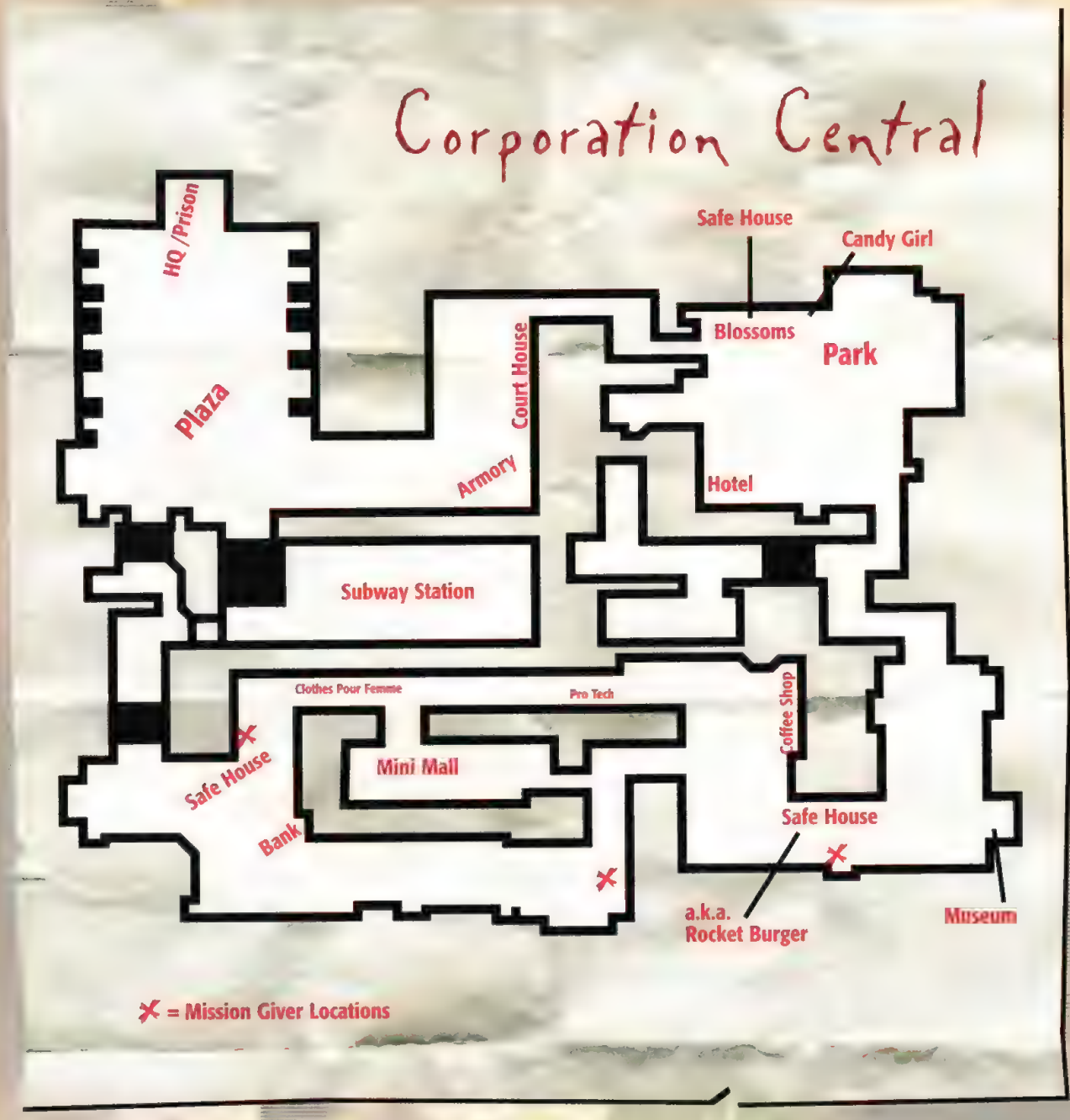


Your next objective as you approach the HQ will be to blow it up with the Rocket Launcher. The Rocket Launcher is to the right of the HQ doors. Grab it and let 'em have it!



CORPORATION CENTRAL

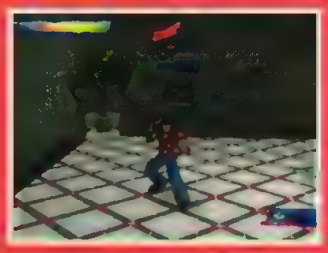
This is it, the final and most difficult map in the game. Complete with complex subway systems, narrow alleys and indoor malls, Corporation Central will push you to your limits, but the glory of defeating the evil Corporation is close at hand, and you can't pass that up now! Go to it!



NOTE As with all maps, this map has multiple Mission Givers on the screen at once. In most cases, we will stick with one Mission Giver until you've completed all of his missions.

Red Missions: Escort Both Strike Teams to Safety
Escort Team 1 to Safe House
Escort Team 2 to Safe House

Message: *Welcome to the front line. You can call me Shepherd. The city center is the heart of the Corporation. This is where all the magic happens, so to speak. This is where Freedom is going to take its first city back from the Corporation, and you're going to have a front row seat. But first things first. We're setting up two strike teams in the south side. Escort the teams to their Safe Houses. Move out!*



As with every map, when you first start out, it'll take a while to get a feel for where everything is and how to move around successfully. Use the supplied master map to get a feel for where everything is, and use the onscreen map as you move so that you can see exactly where you are in relation to your surroundings.

You'll meet up with your team right away. You have to get your team to safety, but there'll be plenty of enemies along the way that will be hell bent on ruining your party. Don't move fast; just stroll toward your destination and keep an eye out for approaching guards.

Tip If even one of your crew dies en route to your destination, the mission will be over, so always try to hit each enemy at least once so that their attention is focused on you and not the team you're trying to protect.

Move your team down the street to the Safe House, then get them inside as soon as possible!

The second team is back at the Bank with Shepherd, so go back to retrieve them, then repeat the whole exercise back to the Safe House on the east side of the map. You won't have any guns in this mission, but a good Club will work wonders for you. When the second team is back, you're done.

Red Missions: Escort Operative to Museum Meeting
Protect Freedom Fighter

Message: *Our teams are in position. You're going to escort one of our representatives to the Museum, where he'll be delivering an ultimatum to the Corporation. Either democratic elections are held immediately, or they face the consequences. I doubt they'll agree to it, but they can't say we didn't give them a chance.*

The guy you're protecting will come out of the Toy Toy store (Safe House) and will immediately be attacked. Defend him and then get moving to the meeting, but don't rush. Keep your eyes peeled for any Corporation soldiers trying to stop you.

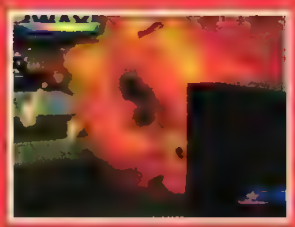
Once you get to the meeting, you can take on the guards in front of the Museum while your buddy goes in for the meeting. After the meeting's over, you can go back for the next mission, but you'll have some butt kicking to do first.

The way back to the Safe House is a very tough row to hoe. There are guards everywhere, and they are all intent on killing your package. Again, just move forward bit by bit, trying not to attract the attention of every enemy in the area so that you can manage the fight and prevent your negotiator from taking hits. When you're back to the Safe House, just get your guy inside. Don't stand around to fight with the guards that will come after you and your package!

Red Missions: Destroy the 3 Corporation Vehicles in the South Sector
Use Petrol Bombs to Destroy Corporation Vehicles

Message: *The Corporation has three assault vehicles parked near the South sector of the city. Our demands stated that all assault vehicles within civilian communities fall back to Corporation property. Let's show them we mean business. Go pick up the Petrol Bombs and get to work.*

Get inside the Mall, where you'll find the Petrol Bombs (see map). Then pick one up and head toward the first vehicle you need to torch. See the map for the location of the first vehicle, and expect to get shot at as you run toward the vehicle. We recommend you torch the car first and fight second, otherwise you risk losing your bomb.



The second vehicle is near the Mall and is *very* well defended by the Corporation. Again, just torch the buggy and get out of there!

The final vehicle is near the starting point, and after you hit it, you'll be surrounded by Corporation buttheads that will do their best to kill you. If you can get a gun, stand and fight. Otherwise, run back to the Mission Giver!

Yellow Missions: Protect Civilians from Corporation Death Squads
Return to Base

Message: *The Corporation security is running house-to-house sweeps for our supporters. Word is they're going to be doing on-the-spot executions of anyone they think might be harboring our agents. They want to find us? Let's not disappoint them!*

The Death Squads are roaming the map, so it's best to use a combination of the onscreen map and the direction arrow on the top of your screen to find them. When you do find the Squads, take them out with extreme prejudice.

No need to change your style now—go for the Shotgun-wielding enemy and take it away from him!

Yellow Mission: Escort Operatives to Safety

Message: *Now that you have stopped the search parties finding our operatives, we want you to escort them home before the Corporation try again.*

Shepherd gives you an M16, a gift you don't want to refuse. Pick it up and head across the street, where you'll get your first operative to escort to safety. Down the street, you'll see a large group of soldiers that are blocking the street on both sides. These guys are *tough*, so get close and unload your M16 into them. The more damage you can do before you run out of ammo the better!

After you've killed off the guards, a second operative will come out of a nearby building and join you. Now you have *two* guys to worry about! Fortunately, the area between your current location and the Rocket Burger Safe House is not heavily patrolled. Get the operatives into the Safe House to finish the assignment.

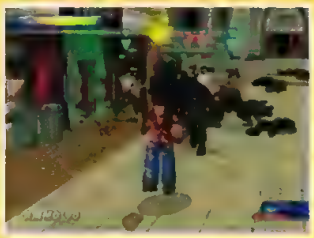
TIP After you drop off the operatives at the Safe House, the crap will hit the fan pretty hard. You'll be quickly surrounded by Corporate troops. Get a gun and try to fight back, but work on getting back to your Mission Giver, because you may not be able to withstand the fight. If you die before you report back, you'll have to repeat the entire mission.

Yellow Missions: Defend Rocket Burger
Return to Base

Message: *There's been an unfortunate development. Someone has tipped off the Corporation to our Safe House below Rocket Burger. There's a squad of troops on its way. Make sure they don't make it.*

Shepherd will leave you an AK 47. Pick it up and get a move on to Rocket Burger! When you get there, you'll have a group of allies there to help you, but don't get cocky; the Corporation's gonna throw a lot at you!

There will be several waves of attackers, and after the first couple, you can expect to be the only Freedom fighter left standing. Don't let that freak you out. Just stand your ground, pick up whatever weapons you can get your hands on, and lay into the attackers!



Green Missions: Follow Corporation Executive to Hotel
Clear the Guards from Outside the Hotel

Message: *The Corporation has called an emergency meeting of their top executives. We need to know where they're staying. Follow one of the executives until he leads you to their Hotel. Don't let him know he's being followed, and don't get caught!*

Like any stealth mission, you strictly want to hang back and watch from afar. You'll have to follow the group of guards and the executive around the map a fair bit, but not to worry, you won't be fighting while you're doing this.

When you finally get to the Hotel, you'll receive instructions to clear out the guards in front of it. Rush into the group of guards and attempt to get an Uzi away from them, because you'll need at *least* that much firepower to deal with these guys. When you've killed them all, you'll get the 'return to base' message.

Green Missions:

Clear the Area Outside of the Hotel
Lead the Explosives Team to the Hotel
Make sure the Corporation Executives Don't Escape
Stay Clear of the Blast
Escort Freedom Agents to Rocket Burger

Message: *The Corporation has been kind enough to place their top executives in the same Hotel. Very foolish of them. Don't you agree? Our operative is going to destroy the Hotel. First you'll need to remove the security force guarding it outside. Go!*

Pick up the Uzi and go straight to the Hotel. Along the way, you'll get the message to escort the Explosives Team to the Hotel with you. The Hotel is well guarded with a line of tough Corporation guards, so get up close and let your Uzi do the talking.

You'll get flashed with a new objective, one that tells you not to let the executives escape. Grab a weapon off a corpse and mow down the execs as they run out of the Hotel.

You'll get the okay to stay clear of the blast, so stand back and enjoy it. Then get ready to escort the agents back to the Safe House.

Move past the rubble that was the Hotel and get the agent to Rocket Burger. The road back will be uneventful.

NOTE Switch to the Yellow Mission Giver now.

Yellow Missions: Stop the Corporation Death Squads
Return to Base

Message: *A food riot got out of hand and the Corporation has decided to put it to an abrupt end. Their Death Squads are moving through the crowd. Let's even the score.*

Get the Uzi that Shepherd has left you, then go straight for the nearby Death Squad—they appear as red dots on your onscreen map. The Death Squad has a Flame Thrower, so try to get that away from the squad member and turn it on them!

The other Death Squad is also nearby, and they also have a Flame Thrower! If you still have some juice left in your first Flame Thrower, open it up on them and watch them squirm. When they're all dead, you can return to base.

Even if you're careful, chances are that you'll get burned at least a little.

Yellow Missions: Take on Captain Burns when he Exits the Building
Return to Base

Message: *The Killaz have finally started to reciprocate. They run a social club above Candy Girl, and it turns out one of their regulars is none other than Captain Burns, the man responsible for the recent Death Squads. When he leaves the building, take him out.*

Get moving toward Candy Girl, but beware that there are a couple of thugs that you will encounter along the way. At first glance, these suits don't appear to be interested in you, but they'll attack as soon as you pass them, so hit them first.

Soon, Captain Burns will come out; he's the short, fat guy with the hat. Get a weapon and empty a clip into his head to finish the mission, then get back to base.

Yellow Missions: Rendezvous with the Support Team at the Mini Mall
Do Battle with the 2 Corporation Death Squads
Return to Base

Message: *The state of emergency is escalating throughout the city. The Corporation is taking decisive action to control the city. There are two Death Squads in the area taking up strategic locations. Take them out by force. You'll find backup waiting for you in the Mini Mall.*

Head straight for the Mini Mall. If you dillydally outside the Mini Mall, you'll get up close and personal with a Flame Thrower-toting Death Squad. So, unless you have a death wish, get inside the Mini Mall and meet up with your help.

If you wait too long, you'll have to fight one Death Squad by yourself!

Inside the Mini Mall, you'll find a large contingent of Freedom Fighters who will back you up in the battle. You'll also get an AK 47, so pick it up and get a move on to take out the Death Squad!

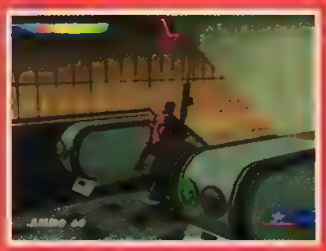
After the first squad is toast, you'll get instructions to take out the second Death Squad. Use your onscreen map to see where they're located, then go get em! When you've wasted both teams, you'll get the word to return to base.

NOTE Switch to the Red Mission Giver now.

Red Mission: Neutralize the Skinz Lieutenant in the Subway Station

Message: *Very interesting developments. The Leader of the Killaz gang has contacted Freedom. The Corporation has been supplying weapons and training to the Skinz, which is making life very hard for the Killaz. They've agreed to help us if we take care of their little problem. A Skinz Lieutenant is in the Subway Station. See to it that he comes to harm.*

Descend into the Subway for some fierce fighting. If you're lucky, you'll have a weapon left over from the Death Squad bug hunt of the last mission. Take it with you down into the Subway and open fire. The Skinz aren't pushovers, so expect some tough action and prepare to use a Baseball Bat a great deal!



After you've iced the Skinz, you'll be instructed to get the card and get back to base—one of the Skinz will drop the card.

Red Missions: Rescue the Killaz Leader at the Subway Station
Return him to his Gang at the Mini Mall

Message: *The Skinz didn't appreciate the Killaz new found patriotism. They've got the Killaz leader and are beating him to death in the Subway Station. Get over there and bring him back to his gang at the Mini Mall. I can't offer you any backup, but this should help.*

Pick up the AK 47 Shepherd gives you and go back to the Subway Station for some more. You'll run into some Skinz on the level just before the Station, and these guys will help you to waste some of your precious ammo before you actually get to the Station.

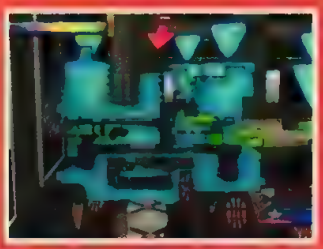
Inside the Station, you'll see a few Skinz beating the living crap out of your guy. Take them down and then stand your ground to defend the Killaz leader for a few minutes, because there'll be some attacks coming from all directions.

Once things have settled down, you can start moving your package to the Mini Mall, but keep an eye out for guards and Skinz. When you get to the mall, the mission's over!

Red Missions: Meet the Killaz at the Mini Mall
Lead a Killaz Attack on the Skinz

Message: *The Killaz are planning to take back their hideout in the Subway Station, but with their leader recovering from his run-in with the Skinz, they're disorganized and useless. Meet the gang by the Mini Mall and lead the attack. Show them how it's done!*

Get the Baseball Bat that Shepherd has left you, then gather up the Killaz in the Mini Mall and move out for the Subway Station.



One look at the onscreen map will show you the kind of resistance that's waiting for you at the Subway Station!

Down in the Subway Station, it's going to be a good old-fashioned butt kicking, with the Skinz receiving the brunt of the attack. Swing your Baseball Bat with reckless abandon and crack some skulls! When you've taken down all the Skinz, you can get back to base.

Green Missions: Deliver Weapons from Pro Tech to The Killaz
Return to Base

Message: *The Skinz are trying to take the Subway back from the Killaz, and they've brought along some new toys for the job. We need to make sure the Killaz survive the attack. We're going to provide weapons so our new friends can defend themselves. Go steal them from Pro Tech and take them to the contact in the Subway.*

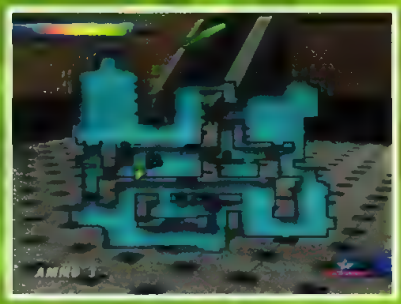
Hopefully, you've still got your Baseball Bat in hand, because it's one weapon that always comes in handy. Get your butt over to the weapons at Pro Tech; you'll have to smash the window to get them. Expect a fight along the way.

After you have the weapons, deliver them to the Killaz in the Subway Station and you'll be done! Expect a fight on the way back to the Mission Giver, so don't relax!

Green Mission: Defend the Subway

Message: *The Skinz are on their way! Help the Killaz defend the Subway. This AK should help. Good luck!*

You heard the man, get the AK 47 and then boogie on over to the Subway, where you're about to be involved in a good old fashioned fire-fight. Use your onscreen map to see the enemies approach as you wait in the Subway.



The Skinz will be carrying Shotguns, which are excellent weapons in close quarters, so try to get your hands on one of them and let them have it! The Skinz will come down both escalators in waves, so keep an eye on both sides of the room. When you've vanquished the final Skinz warriors, you can move on to the next mission.

Green Missions: Rendezvous with the Killaz in the Subway
Lead the Attack on the Skinz in the Park

Message: *While the Skinz are away licking their wounds, we're going to strike back. Meet the Killaz in the Subway. They'll give you more information when you arrive.*

Get down to the Subway; the trip will be uneventful. When you get there, the Killaz will tell you to lead their attack on the Skinz in the Park!

Go straight to the Park (see the main map) and get into it right away with the Skinz. The Killaz that go with you will be of some help, although you will need to do a lot of the work yourself. The Skinz will be holding Shotguns, so you won't want for effective weapons as you hack your way through these guys.

After you've killed the first group of Skinz, you'll turn to find another pesky group emerging from Candy Girl next door! Get one of your newfound Shotguns and shoot them while they're standing in a tightly packed group!

NOTE Time to Switch over to the Red Mission Giver, who's standing across from the Rocket Burger Safe House.

Red Missions: Kidnap the Bank Manager at the Coffee Shop
Escort the Bank Manager to the Safe House

Message: *We've got a special mission coming up, but it needs a little preparation. The manager of the Bank is having his lunch at the Coffee Shop. When he leaves, see to it that he accompanies you to one of our Safe Houses. He'll be heavily guarded, so watch your back. Make sure the Manager survives.*

If you're lucky, you'll still have a few rounds left in a Shotgun from the last mission. The Bank Manager and the guards are just around the corner at the Coffee Shop. Shoot the guards as soon as you see them, or beat them to death if you don't have a Shotgun.

The Manager will come out as soon as the guards are dead, and you'll get the message to get him to the Safe House. The guards will drop an Uzi, so pick it up as added insurance. The Safe House you have to take the Manager to is at Blossoms (see main map), so you have a fair distance to cover, and you'll have guards on you right away! Do the usual; keep the enemies focused on *you* so that they don't go after the Manager, and you'll be okay as you work your way to the Safe House.

Red Missions: Rendezvous with the Freedom Team in the Subway
Escort the Team to the Bank
Defend the Bank
Escort the Team to Blossoms

Message: *The Bank Manager was most helpful. He's provided our men with the access codes to some of the Corporation's accounts. Our operatives are waiting for you in the Subway. Escort them to the Bank while they make their withdrawal, and see that they make it back in one piece.*

Get down to the Subway yet again, meet up with the team, and then get going over to the Bank.

(Continued on next page)

The Bank is guarded by only a few guards, but they're heavily armed and ready to rumble. The key is to make sure that your dudes don't bite the dust—if even one of your team dies, you must replay the mission. Be aggressive with the Corporation thugs, and you should be successful.

Once the team is inside the Bank, your job is to defend it. Stand your ground and fight off anyone that comes near. You can use the onscreen map to see where the attackers are coming from.

You can use the nearby vehicle as an added weapon against the advancing troops.

The team will leave the Bank when you've defeated the attackers. Then you'll have to get them to safety at Blossoms. Check the map to see where the enemy is waiting for you on the way back. You'll see that all avenues leading to Blossoms have at least *some* resistance, so pick the route you like best and go for it. We recommended the route highlighted on the map.

Red Missions: Wait for the Corporation Executives to enter the Bank
Destroy the Bank with the Rocket Launcher

Message: *We've electronically redistributed a large portion of the Corporation's funds. Now let's destroy the Bank itself. When you see the Corporation executives enter the Bank, destroy the building. You have five rounds, make them count!*

These are fun missions when all you have to do is go blow up a building! Use your onscreen map to track the progress of the executives, who appear as red dots. Once they're in the Bank, let your Rocket Launcher rip!

The problem with destroying the Bank easily is that there are about 20 guards out front! Still, you should just attempt to get one quick shot off to take the Bank out, then get out of there!

NOTE There's a Mission Giver change, this time to Yellow.

Yellow Missions: Meet the Corporation Doctor in the Park
Don't let the Corporation Agents Kill the Doctor
Talk to the Doctor
Return to our Agent

Message: *A Corporation Doctor wishes to defect. Meet him in the Park, but be careful—it could be a trap.*

It could be a trap, but we'll tell you right now that it *isn't* a trap. Get to the Doctor, then get ready to stand your ground and save his rump! The one advantage of his location is that he's backed into a corner, and that gives you a good field of vision on the approaching enemies. Stand your ground and take the enemies out in waves as they attack. After the ordeal is over, talk to the Doctor and then get back to base.

Message: *Thanks. I owe you my life. The Corporation is doing unspeakable things, things I couldn't live with anymore. They said if I leave the company, they would kill my wife. Help me rescue her, and I'll help you against the Corporation!*

Yellow Missions: Save the Doctor's Wife from the Corporation Escort
Bring the Doctor's Wife to the Park
Escort Doctor and his Wife to Safe House

Message: *The Doctor's wife doesn't know he's defected to Freedom, but the Corporation has her under tight security. She's shopping at Clothes Pour Femme. Get rid of her escort and bring her to meet her husband in the Park.*

You can catch the Doctor's wife just as she goes into Clothes Pour Femme. When you get there, go straight after the armed detail that's escorting her. When you've killed these guys, you can get a move on to the Park with the wife.

Much of the trouble on the trip to the Park will occur near Clothes Pour Femme. Try to get your hands on a Club to make your job easier. When you get to the Doctor, you'll be instructed to get them to the Safe House at Rocket Burger pronto!

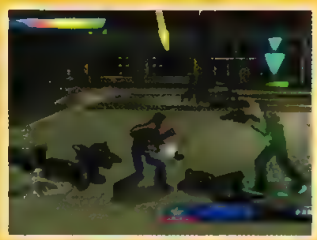
Yellow Missions: Locate the Signal Device
Return the Signal Device to Rocket Burger
Protect Technician
Return to Base

Message: *The Doctor tells us the Corporation is going to trigger another wave of Mad Bombers using their nanotech chips. If we can find the control box, he will switch it off and disable the triggering signal. Bring me that box! Hurry!*

The Mad Bombers will be coming at you right off the bat. Use your onscreen map to see where they're coming from, then use the AK 47 that Shepherd gave you to take the bombers out from a safe distance.

After four rounds of Bombers, you'll find that the signaling device is in the Subway Station. Go down to the Subway Station and pick it up, then run it back to Rocket Burger!

Upon your arrival at Rocket Burger, you'll be instructed to protect the technician, so look for a weapon and get ready for some Mad Bomber hunting! The Technician will be attacked by three Mad Bombers, so pick up the nearby Uzi and use it to take them out before they can get close. This mission is similar to the Mad Bomber mission in the Capitol City Mall.



When you've extinguished all the Mad Bombers, you can return to base for the usual pat on the back from Shepherd.

NOTE There's a Mission Giver change, this time you move back to Red.

Red Mission: Stop the Corporation Military Leader

Message: *The Corporation has called in an elite military strike force to take back the city. They're getting desperate now! We must prove that even these elite troops are no match for the Revolution. An important military leader is arriving with the first wave of troops at the Plaza Gate. Intercept him before he makes it into the Corporation HQ!*

You'll find the ugly military dude nearby. You can't miss him because he's dressed in an olive green outfit with a yellow hat. Go for him first, because once he's dead, you can simply return to base without having to fight through the rest of the guards. Another upside to the situation is that the military target won't run from you. In fact, he'll run right *at* you, making him easier to kill!

Red Mission: Fight the Corporation Sergeants

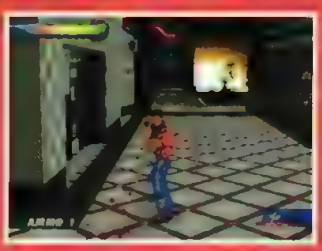
Message: *The military has deployed two squads at the South Gates. As we've seen in the past, the Corporation crumbles when their leaders are dispatched. Go specifically for the Sergeants. This Grenade Launcher should help. Move out!*

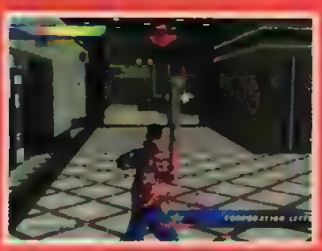
The Grenade Launcher is a highly effective weapon, but you have to aim it where the enemy will be in a few seconds, rather than where he is when you fire the weapon. This is because the Grenades that come out of the Launcher don't explode on impact; there's a fuse on them that takes a few seconds to go off.

Creep up on the first squad and put two Grenades on them fast!

You'll likely have some mop up even after the Grenades go off.

You can hit the second squad from just inside the Subway entrance! Shoot the Grenades at them and just stand back!





Red Mission: Clear 2 Corporation Blockades

Message: *The military strike force is falling back. They've blocked off the main entrances to the Plaza to protect the Corporation corporate business park. Clear both blockades. Take this for backup.*

You are given an AK 47, so scoop it up and get moving toward the Plaza. You can take the first group you meet by surprise with your AK 47 and mow them down pretty quickly. As an added bonus, you can pick up the M16s they leave behind! The second blockade group will come running for you, and you can do the same with them. Just keep picking up fresh weapons from the fallen guards and you'll be okay.

NOTE It's now time to switch back to the Green Mission Giver—the Red one is now gone.

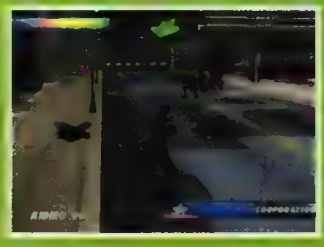
Green Missions: Escort the Team to the Corporation Armory
Clear the Area of Guards
Defend the Armory
Escort Team Back to Base

Message: *We need some heavy firepower for our next operation. There's a Corporation armory nearby. You take care of the guards outside while one of our agents goes inside and steals the weapons. Go!*

Meet up with your boys in the Mini Mall and get the AK 47 that's waiting there for you. Then get a move on to the Armory. The best way to clear the front of the Armory is to run straight at it with your gun firing wildly at the guards standing outside. Your AK will do all the work, then you'll need to pick up one of the guards' weapons to defend the Armory.

Next job, defend the Armory! All of the enemy troops that come at you will come from the HQ building to the left of the Armory (and around the corner). Simply stand your ground and take them out as they come at you. You'll likely have to mix it up with some hand-to-hand combat, because you don't have an unlimited supply of ammunition, but at least you know where the enemy is coming from!

You must now get the team back to base. The team will go there by themselves—the key for you is to stand by the Subway Entrance near the HQ and keep any Corporate guards away from the team as they make their way back. When they're back safely, you'll get the okay to return to base.



Green Mission: Lure the Corporation Guards to the Mini Mall

Message: *We are going to use a trap to eliminate the guards in front of the Museum. Lure them to the Mini Mall where we have an ambush waiting.*

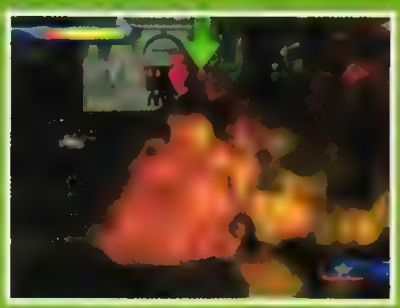
This mission is very scary indeed. You need to run up to the Museum, where you'll see a long line of nasty looking guards. As soon as you get close, you'll get the word to lure them into the Mini Mall, but you'll have to survive them firing on you. Use the sprint button to get the heck out of there and back to the Mini Mall!

In the Mini Mall, your buddies will take down the unsuspecting Museum guards and save the day—a very satisfying moment!

Green Missions: Rendezvous with the Freedom Agents Destroy the Museum

Message: *Now it's time to destroy the Museum. We have some weapons stashed in the Mini Mall, along with our operatives who will try to help you.*

In the Mini Mall, you'll get four helpers and a Rocket Launcher. You may think this is a walk in the park, but the troops guarding the Museum have Grenade Launchers, and if you hesitate at all when you get to the Museum, they'll pummel you!



If you take your time at the Museum, the guards will rain down Grenades on you and you'll be tossed around like a ping pong ball in a tornado!

We advocate the use of any spare Rocket Launcher ammunition on the guards! They're so very tough that if you don't hit them with a weapon of mass destruction, you'll never make it out alive! Finish the job by using your last Rocket on the Museum!

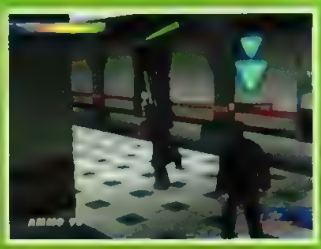
Green Missions: Meet with the Rogue Corporation VIP in the Park
Escort Hansen to Base

Message: *I'm afraid I've got some very bad news. Marcus Washington was captured last night during a Corporation sting. They're going to execute him on live television. We cannot let this happen! Thankfully, we've been graced with some unexpected help. A top ranking Corporation VIP has requested a meeting with us in the Park. This could be a trap, but our sources say he's legit. Attend the meeting and find out what he wants. Hurry!*

Grab the Uzi Shepherd has left for you and get a move on to the meeting in the Park. When you get there, you'll get the word that you must protect the VIP. This is the same location from which you had to protect the Doctor, so do the same thing!

Message: *Thank you. You've done your country a great service. My name is John Hansen. I was one of the founders of the Corporation when we were just a corporation, not a regime. I've been as horrified by what it's become as you are. We were supposed to be helping the country grow stronger, not subjugating its people. When the killings started, I knew I had to do something. That's when I secretly funded your very own Marcus Washington so he could set up Freedom. I told Marcus that if he were ever in danger, I'd bail him out. I think that time is now. I must talk to your leader, Shepherd. There's not time to waste!*

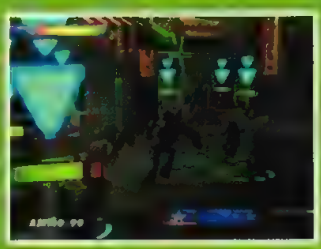
Okay, time to get this dude to Shepherd in one piece! Fortunately, the road back is uneventful if you just take your time and keep an eye out for stray guards.



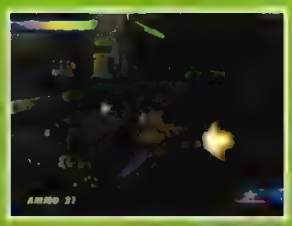
Green Missions: Defend the Freedom Base

Message: *The Corporation is on to Hansen, and they've launched a full-scale attack on our base! Use whatever weapons you need and hold them off! You must succeed!*

The enemy will be coming en masse down the long alley (see map), complete with a Teargas backup! You'll have a large group of Freedom Fighters with AK 47s and Uzis at their disposal, but it won't be a walk in the park despite your substantial firepower.



After the long alley is cleared out, you'll have to go around the corner and take on the second wave of attackers. These guys are just as tough as the first bunch, but you won't have the same backup you had before because some of them will be dead! When you've destroyed this second wave, you'll be home free.



You'll find a weapon that you haven't seen before, the Minigun. This baby can mow down an entire army in a few seconds! Take it out for a spin if you can get your hands on one! But try to save some ammo for the next mission.

Green Missions: Lead the Rescue Team at Rocket Burger to the Corporation Plaza
Rescue Washington
Escort Washington to the Safe House at Toy Toy

Message: *Hansen has told us the route that Washington will be taken to the firing squad. They will take him from the Corporation HQ to the center of the Plaza. Our special ops guys are waiting for you at Rocket Burger. Take them with you, free Washington, then lead him to the Safe House at Toy Toy. Good Luck. We're counting on you!*

If you've been prudent, you'll still have a Minigun at your disposal. Either way, lead the team toward Rocket Burger, then onward to the Plaza. When you get there, use whatever you've got to mow down the guards. When they're dead, you'll get the message to get Washington to Toy Toy.

Get our boy back to Toy Toy! You'll have to keep an eye out, but the road back is *not* heavily guarded.

NOTE

Time to switch back to the Red Missions. There are only two Mission Givers left, Red and Yellow. We move to Red now.

Red Mission: Rescue the Prisoners Being Taken to Corporation HQ

Message: *The Corporation has sunk to new levels of depravity! This time, the Corporation has arrested suspected Freedom sympathizers and plan to use them as human shields around the Corporation HQ. The political prisoners are being taken from the prison to the HQ. You've got to rescue them! Kill the guards holding them and lead them to our Safe House at Blossoms!*

The prisoners are on their way into the HQ, and you've got a fairly long way to run in order to get there. Chances are that you'll get there just at the last minute, but as long as you engage the guards before the prisoners are in the HQ, you'll be okay. Take out the guards, then start moving with the prisoners.

The fight with the guards will be no picnic. Try to get a weapon away from one of them and turn it on them!

The prisoners will help you with the guards in a limited way, which is always a treat. The road back to the Blossoms Safe House will be smooth.

Red Missions: Retrieve Weapons from the Agent in the Subway
Destroy the Prison
Destroy the Courthouse

Message: *We're going to make sure the Corporation don't use their political prison center anymore. While the Prison is empty, I need you to destroy the Prison and Courthouse. An agent is waiting for you in the Subway Station with some weapons for the job. Get moving!*

Move to the agent that's waiting for you on the upper level of the Subway Station. Pick up the Rocket Launcher and get a move on to the buildings you must destroy.

Both of the buildings are defended by tough Corporation guards, but if you simply run up to both quickly and let a Rocket fly into each building, this mission can be over very quickly!

Red Mission: Defend Blossoms

Message: *Good work! The prisoners are safely inside our Safe House and the legal establishment is on its knees. The Corporation has sent troops to recapture the escaped prisoners. Prevent the Corporation from entering Blossoms!*

Get over to Blossoms, where you'll find one guy to help you and an Uzi on the ground. Use the onscreen map to see which direction the attackers are coming from, then hunker down and defend!

The Guards coming at you are carrying M16s. You'll want to get one or two of those off the corpses so that you can continue to fight in style. There will be one more large wave coming at you from the other side, so be ready for it!

NOTE

Yet another switch! Go to the Yellow Mission Giver, my friend.

Yellow Missions: Meet with the Subway Worker
Neutralize the 3 Corporation Agents
Clear the Subway of Last Corporate Agent

Message: *The Corporation executives are going to attempt a mass exodus via the Subway to safer ground. We're going to make sure they miss their ride by shutting down the subways, somehow. A subway worker has offered us information in exchange for a cash bribe. Make sure he gets the money and see what he has to say!*

As soon as you get down into the Subway Station, you'll see three suits standing around the corners of the room. You'll get a message to neutralize them, and that's just what you'll have to do!

Finally, you'll get a message that there's one more Corporate agent in the Subway. Take him out and you'll be home free on this assignment. Note that this last agent will run for the HQ, so you'll have to chase him up the escalator. Try to get him before he gets to the HQ, because there are a few guards that will attack you up top! When you've killed the last agent, you can go back and talk to the subway worker, then return to base.

Message: *Cool—that was some hell of a fight. I've arranged it so that the next time you come by, there's only going to be one guy left monitoring the power switch. Go get rid of that guy and you're home free!*

Yellow Mission: Neutralize any Workmen Guarding the Subway Generator
Shut Down the Generator

Message: *So you're ready for your next mission already? Excellent. The Subway Generator doors have been left open. Get over there and get rid of any workmen guarding the Generator. Then shut it down.*

The action in the Subway will be hot and heavy. Your best bet is to try to get a weapon off of one of the guards and then use it on them!

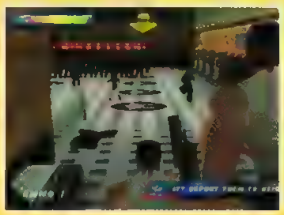
It'll be crowded, but once you kill the civilians and all the guards in here, you'll be done with this mission.

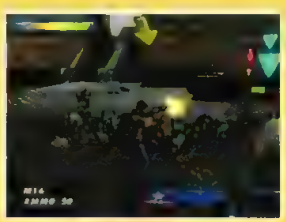
Yellow Missions: Defend the Subway Station
Wait for Backup to Arrive
Return to Base

Message: *The military didn't appreciate the power cut to the Subway. They've sent a squad of men to take back the Station. You must hold them off. We're sending you some backup to help out. The Freedom network is counting on you!*

Pick up the Grenade Launcher, then get your homies and move toward the Subway Station.

In the Subway Station, you'll see a truly frightening sight, a huge block of guards standing in formation waiting for you. As soon as you get to the bottom of the escalator, use your Grenade Launcher to wipe out as many of them as possible, then rush over and pick up an M16 to finish the job!





Yellow Missions: Rendezvous with the Freedom Team
Lead the Attack on the Corporation Troops Massing in the Park

Message: *The Corporation is deploying a mass of troops in the Park. I think this is their final assault against Freedom. We're going to use the element of surprise to our advantage. I want you to lead a hit-and-run strike against the troops in the Park. Good Luck!*

Gather up your pals and get ready to rumble! The Park will be a crazy hail of bullets, and you can expect your entire team to bite the dust, but the show must go on, baby! Take down all of those scum-sucking guards and then get back to the Mission Giver for more—YEAH!

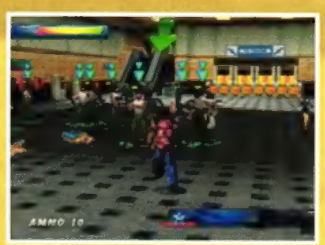
Yellow Missions: Capture the Weapons in the Park
Defend the Park

Message: *The Corporation has done a weapons drop in the Park to re-supply their troops. We're going to capture it before the troops can retrieve the weapons. Get to the weapons and hold the Park at any cost!*

When you get to the Park, you'll be delighted to see a vast array of weapons at your disposal. Unfortunately, you'll have to use many of them to defend your position in a few seconds. The best way to defend the area is to stay behind cover whenever possible and use the big-ticket weapons whenever you have the chance. When you've laid waste to all the attackers, victory is at hand.

Yellow Missions: Lead the Corporation Troops into the Trap along South Street
Attack any Surviving Enemy Troops

Message: *The final battle is under way! We have set booby traps along the South Streets. Lead the Corporation forces into the blast area, and Cold will trigger the blasts. If any of the troops survive, finish off the job. The fate of Freedom is in your hands, the revolution is now!*



Grab the AK 47 and head over to the Subway entrance where you'll find a large row of soldiers. Get their attention and then run for it! There's another bunch of enemies inside the Subway; do the same thing with them! Finish off any survivors with an M16, which you can loot off of a corpse.

Green Missions: Retrieve the Rocket Launcher from the Subway
Lead the Attack on Corporation HQ

Message: *The last stage of our assault is in place. We're going to storm Corporation's Capitol City HQ. There is a Rocket Launcher and a squad of our agents in the Subway Station waiting for you. We want you to destroy each of the main buildings in the Plaza before taking out the HQ at the end of the Plaza. Good luck! The rest of the Free World is with you!*

This is it, the final mission of the game! Get down to the Subway Station and grab the Rocket Launcher, then follow the team up to the Plaza.

There will be plenty of guards trying to kill you, but if you move fast from building to building, you can get a Rocket into each one of them surprisingly quickly! Remember that the HQ on the end is the *last* building that you should shoot at! You have five rounds and you'll have to hit just right with each shot!

Message: *That's the last of them! This city is free! The Corporation is on the run, but no matter where they go, the resistance is waiting for them! Due to our success here, already branches of Freedom are rising up in other cities!*

That's it—you've done it! Sit back and enjoy your accomplishment, and then get ready to play some Kaos!

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